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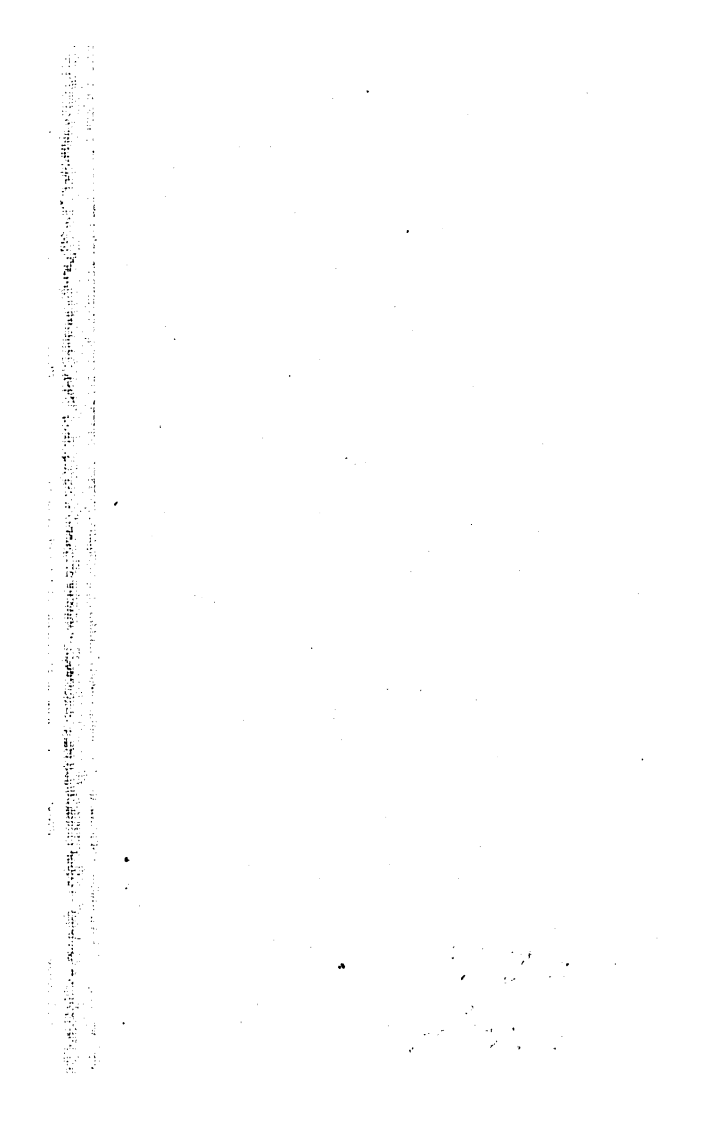
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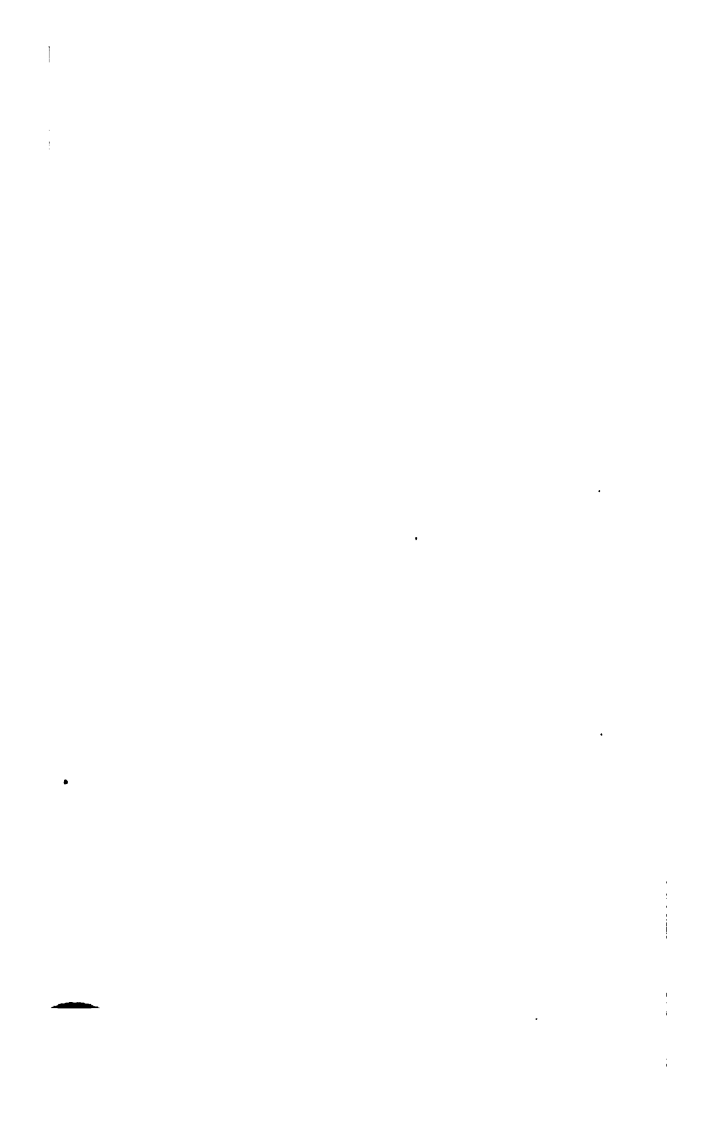


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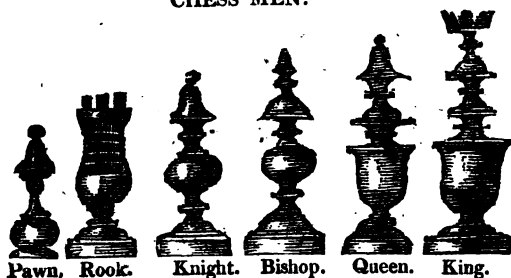






MZED

CHESSE MEN.



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49	50	51	52	53	54	55	56
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THE CHESSE BOARD.

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MR. HOYLE'S
GAME OF CHESS

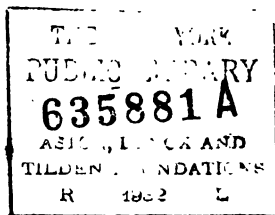
INCLUDING
HIS CHESS LECTURES

WITH SELECTIONS FROM
OTHER AMATEURS

LONDON

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TO THE
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MY LORD,

YOUR Lordship being a great admirer of the
game of Chess, this treatise on that game,
which I made use of in most of my lectures,
(I do not take the whole merit of it to myself,
having been assisted by some of the best
players in the kingdom) is most humbly in-

scribed to your Lordship, in acknowledgment
of the many favours conferred upon,

YOUR LORDSHIP'S

MOST OBEDIENT

HUMBLE SERVANT,

EDMOND HOYLE.

PREFACE.



Few people in England, till within these thirty years, understood playing the pawns to perfection: the lovers of Chess are principally indebted to Sir Abraham Janssen, Mr. Montgomery, and Mr. Bofan, for this knowledge; and it is on the playing the pawns well, in a great measure, the success of the game depends.

You have some new cases in this treatise absolutely necessary to understand, in order to play the game to perfection. It frequently happens, that each player has two or three pawns, without a piece on the board at the latter end of a game: in this case, you have instructions how to reckon the moves, in the shortest manner, who has gained the move, let the moves be ever so many in number. The rules laid down for counting them are as easy, as reckoning any number with counters, which has never been attempted by any author before.

You have a curious case, which is explained, and has had no notice taken of it by any other author;

viz. one that shew you, that there are four houses, or squares, to win, and also four houses, or squares, not to win a game, having a king and one pawn only upon the board, against a king only: a case which frequently happens.

In the following treatise, you have instructions how to play the attacks and defences of the close games, and also how to defend yourself against those games, which are commonly called the false attacks, by bringing out the bishop, knight, and queen, before the pawns.

And as there is scarcely any body under a first-form player, who understands the best defence to the gambit, therefore it is adviseable to study that opening; and, if the adversary does not play the best defence, he is likely to be defeated in a few moves.

By knowing the best defence against the close game, you may be able to prevent your adversary from playing his king and queen's pawns into the middle of the board, which, if you suffer him to do, he will have so great a game, that he will be able to crowd you at pleasure.

Throughout this treatise you will find a regular attack and defence, and the games so disposed, as leaves room for the player's invention, which will be a great improvement to the learners of the game.

As for the gambits, ten or eleven of the best moves on each side are absolutely necessary, because a bad move, on either side, may lose the game : the finishing is left for the improvement of learners.

The moves are numbered to assist the memory.

A FEW OBSERVATIONS.

First, Do not crowd your game, with having too many pieces together ; do not give useless checks, or attack without a sufficient force ; take care of a fork or a check by discovery, or a stale-mate, or letting your queen stand before your king. As soon as you can, castle, and then bring out your pieces, and begin your attack where your adversary is weakest.

Remember, at the end of a game, that your king is a capital piece, both queens being off the board.

When you castle your king, do not move the pawns before him till forced to it.

A pawn on the rook's line, with a king and bishop against a king only, if the bishop stands in a different colour from the corner square, to which the pawn is going, cannot win the game, but may lose it by pat * ; in case you can get your king to the corner first.

* Mr. Hoyle's word for stale-mate.

The lovers of Chess are greatly indebted to the Duke of Rutland for his improvement on the game, by some curious additional pieces.

Charles the Twelfth, King of Sweden, who had an aversion to gaming, forbad all games, except Chess, which he loved greatly. According to Mr. Voltaire's account, when his Majesty was at Bender, he played at it with his courtiers every day.

THE
MORALS OF CHESS.

BY
DR. BENJAMIN FRANKLIN.

THE game of Chess is not merely an idle amusement; several very valuable qualities of the mind, useful in the course of human life, are to be acquired or strengthened by it, so as to become habits, ready on all occasions; for life is a kind of chess, in which we have often points to gain, and competitors or adversaries to contend with, and in which there is a vast variety of good and ill events, that are, in some degree, the effects of prudence or the want of it.

By playing at chess, then, we may learn,

I. *Foresight*, which looks a little into futurity, and considers the consequences that may attend an action; for it is continually occurring to the player, "If I move this piece, what will be the advantage or disadvantage of my new situation? What use can my adversary make of it to annoy me? What other

“ moves can I make to support it, and to defend myself from his attacks?”

II. *Circumspection*, which surveys the whole chess-board, or scene of action; the relation of the several pieces, and their situations; the dangers they are respectively and repeatedly exposed to; the several possibilities of their aiding each other; the probabilities that the adversary may make this or that move, and attack this or the other piece; and what different means can be used to avoid his stroke, or turn its consequences against him.

III. *Caution*, not to make our moves too hastily. This habit is best acquired by observing strictly the laws of the game, such as, “If you touch a piece, you must move it somewhere; if you set it down, you must let it stand:” and ’tis therefore best that these rules should be observed, as the game thereby becomes more the image of human life, and particularly of war; in which, if you have incautiously put yourself into a bad and dangerous position, you cannot obtain your enemy’s leave to withdraw your troops, and place them more securely, but you must abide all the consequences of your rashness.

And lastly, we learn by Chess the habit of *not being discouraged by present bad appearances in the state of our affairs*, the habit of *hoping for a favourable change*, and that of *persevering in the search of resources*. The game is so full of events, there is such a variety of turns in it, the fortune of it is so liable to sudden vicissitudes, and one so frequently, after long contemplation, discovers the means of extricating oneself from a supposed insurmountable difficulty, that we are encouraged to continue the contest to the last, in

hopes of victory from our own skill, or at least of giving a stale-mate, by the negligence of our adversary: and whoever considers, what in Chess he often sees instances of, that success is apt to produce presumption, and its consequent inattention, by which more is afterwards lost than was gained by the preceding advantage, while misfortunes produce more care and attention, by which the loss may be recovered, will learn not to be too much discouraged by any present success of his adversary, nor to despair of final good fortune, upon every little check he receives in the pursuit of it.

That we may, therefore, be induced more frequently to choose this beneficial amusement, in preference to others, which are not attended with the same advantages, every circumstance which may increase the pleasure of it should be regarded; and every action or word that is unfair, disrespectful, or that in any way may give uneasiness, should be avoided, as contrary to the immediate intention of all parties, which is, to pass the time agreeably.

Therefore, first, If it is agreed to play according to the strict rules; then those rules are to be exactly observed by both parties, and should not be insisted on for one side, while deviated from by the other—for this is not equitable.

Secondly, If it is agreed not to observe the rules exactly, but one party demands indulgences, he should then be as willing to allow them to the other.

Thirdly, No false move should ever be made to extricate yourself out of a difficulty, or to gain an ad-

vantage ; for there can be no pleasure in playing with a person once detected in such unfair practices.

Fourthly, If your adversary is long in playing, you ought not to hurry him, or express any uneasiness at his delay ; you should not sing, nor whistle, nor look at your watch, nor take up a book to read, nor make a tapping with your feet on the floor, or with your fingers upon the table, nor do any thing that may distract his attention. For all these things displease, and they do not shew your skill in playing, but your craftiness or your rudeness.

Fifthly, You ought not to endeavour to amuse and deceive your adversary, by pretending to have made bad moves, and saying that you have now lost the game, in order to make him secure and careless, and inattentive to your schemes : for this is fraud and deceit, not skill in the game of Chess.

Sixthly, You must not, when you have gained a victory, use any triumphing or insulting expression, nor show too much of the pleasure you feel ; but endeavour to console your adversary, and make him less dissatisfied with himself, by every kind and civil expression that may be used with truth, such as, " You understand the game better than I, but you were a little inattentive ;" or, " You had the best of the game, but something happened to divert your thoughts, and that turned it in my favour."

Seventhly, If you are a spectator while others play, observe the most perfect silence ; for if you give advice you offend both parties ; him against whom you give it, because it may cause the loss of his game ; him in whose favour you give it, because, though it

be good, and he follows it, he loses the pleasure he might have had, if you had permitted him to think until that had occurred to himself. Even after a move or moves, you must not, by replacing the pieces, shew how they might have been placed better: for that displeases, and may occasion disputes or doubts about their true situation. All talking to the players lessens or diverts their attention, and is therefore unpleasing: nor should you give the least hint to either party, by any kind of noise or motion; if you do, you are unworthy to be a spectator. Should you have a mind to exercise or shew your judgment, do it in playing your own game, when you have an opportunity, not in criticising, or meddling with, or counselling, the play of others.

Lastly, if the game is not to be played rigorously according to the rules as afore-mentioned, then moderate your desire of victory over your adversary, and be pleased with one over yourself. Snatch not eagerly at every advantage offered by his unskilfulness or inattention; but point out to him kindly, that by such a move he places or leaves a piece exposed and unsupported; that by another he will put his king in a dangerous situation, &c. By this generous civility (so opposite to the unfairness before forbidden) you may, indeed, happen to lose the game to your opponent, but you will win what is better, his esteem, his respect, and his affection; together with the silent approbation and good-will of impartial spectators.

When a vanquished player is guilty of an untruth to cover his disgrace, as "I have not played so long—his method of opening the game confused me—the men were of an unusual size," &c, all

such apologies (to call them no worse) must lower him in a wise person's eyes, both as a man and as a Chess-player; and who will not suspect that he who endeavours to shelter himself under such untruths in trifling matters, is no very sturdy moralist in affairs of greater consequence, where his fame and honour are at a stake? A man of proper pride would scorn to account for being beaten, by one of these excuses, even were it true; because they all at the moment have the appearance of being untrue.

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THE GAME OF CHESS.

THIS very ancient and scientific game, from time immemorial, known in Hindôstan by the name of *Chaturanga*, or the four members of an army, (*elephants, horsemen, chariots, and foot-soldiers*), afterwards in Persia, stiled *Chatrang* (*the game of king*), and *Shatranj* (*the king's distress*) by the Arabians; which word undergoing various other changes in different languages, ultimately formed the English appellation of Chess; is played on a board with thirty-two pieces, of different forms, denominations, and powers, divided into two colours or parties. The chess-board, like the draught-table, contains sixty-four squares chequered black and white. The king and his officers, being eight pieces, are ranged at different ends upon the first lines of the board, a white corner of

which, numbered 1 or 64, is to be placed towards the right-hand of each player.

The white king must be upon the fourth a black square, (marked 61), at one end of the board, reckoning from the right: the black or red king upon the fifth (5) a white square, at the other end of the board; opposite to each other. The white queen must be upon the fifth (60) a white square, on the left of her king. The black queen upon the fourth (4) a black square, on the right of her king. The bishops must be placed on each side of their king and queen; 59 and 62 for the white, 3 and 6 for the black. The knights on each side of the bishops; the white on 58 and 63, the black on 2 and 7. The rooks, in the two corners of the board, next to the knights, 57 and 64 of the white; 1 and 8 of the black; and the eight pawns, or common men, upon the eight squares of the second line; the white on 49 to 56, and the black on 9 to 16, inclusive.

The pieces, and pawns, on the side of each king, take their names from him, as those on the side of the queen do from her, and are called the black or white king's bishop (6 and 62); the king's knights (7 and 63); the king's rooks (8 and 64); the king's pawns (13 and 53); the king's bishop's pawns (14 and 54); the king's knight's pawns (15 and 55); the king's rook's pawns (16 and 56); the black or white queen's bishops (3 and 59); the queen's knights (2 and 58); the queen's rooks (1 and 57); the queen's pawns (11 and 52); the queen's bishop's pawns (11 and 51); the queen's knight's pawns (10 and 50); and the queen's rook's pawns (9 and 49). The squares are named from the pieces, viz. where the king stands,

called the square of the king : where his pawn stands, is called the second square of the king : that before the pawn is called the third square of the king ; that beyond it is called the fourth square of the king ; and so of all the rest.

The kings (stiled *Chak* by the Orientals) move every way, but only one square at a time (except in the case of castling), and must always be at least one square distant from each other. *Suppose the king placed on No. 37, he may be moved from thence to 28, 29, 30, 36, 38, 44, 45, or 46. The king may leap once in the game, either on his own side, or on the side of his queen, (viz. the rook is moved into the next square to the king ; and the king moves to the square on the other side of him, which is also called castling ;) provided nevertheless no piece is between him and the rook ; nor after this rook hath been played ; nor after the king hath been moved ; nor when the king is in check ; nor when the square over which he means to leap is viewed by an adverse man, who would check him in his passage. The black king castles on his own side, by moving from 5 to 7, and placing the rook (8) on 6 ; on his queen's side by moving to 3, and placing the rook (1) on 4. The white king castles on his own side, by moving from 61 to 63, and placing the rook (64) on 62 ; on his queen's side by moving to 59, and placing the rook (57) on 60.*

The queen (originally *pherz, general*) possesses the moves and powers of the rook, and bishop, in a straight line, and also angularly. *The queen may be moved from 37 to 1, 5, 16, 33, 40, 58, 61, 64, or any intermediate squares in those directions.*

The bishops (formerly *fil, an elephant*) move only

angularly, backward or forward, in the same colour as each are at first placed, but can take at any distance when the road is open. *As from 36 the bishop may be moved to 8, 9, 57, or 63, and from 37 to 1, 16, 58, or 64, or any of the intervening squares.*

The knights (*horse-soldiers*) move obliquely, backward or forward, upon every third square, including that which they stood on, from black to white, and from white to black, over the heads of the men, which no other is allowed to do. *As from 36 a knight may move to 19, 21, 26, 30, 42, 46, 51, 53, passing over any pieces on 28, 35, 37, or 44; and from 37 the knight can be moved to 20, 22, 27, 31, 43, 47, 52, 54, passing over any thing placed on 29, 36, 38, or 45.*

The rooks (at first *rat'h*, an armed chariot, afterwards *rok'h*, an hero) move in a right line, either forwards, backwards, or sideways, through the whole file, can stop at any square, and take at any distance when no other piece intervenes. *A rook placed on 37 may be moved to 5, 33, 40, 61, or any intermediate square.*

A pawn (*peon*, an attendant) moves one square at a time, in a straight line forward, and takes the enemy angularly. He may be moved two squares the first move, but never backwards, and is prohibited from quitting his own file, except in case of making a capture, when he is moved into the place of the captive, and afterwards advances forward in that file. *If a white pawn is placed on 37, and a black on 28, either of them could take the other; but suppose the white pawn on 37, a black rook on 29, a black bishop on 28, and a black knight on 30, the pawn then could not take the rook, but might take either the bishop or the knight.*

If the square over which any pawn leaps is viewed

by an adversary, that man may take the pawn, and then must be placed in the square over which the pawn hath leaped. A pawn getting to the head of the board upon the first line of the enemy (stiled going to queen) may be changed for any one of the pieces lost in the course of the game, and the piece chosen must be placed on the square at which the pawn had arrived.

The men can take the adversaries who stand in their way, provided the road lies open; or they may decline it, and must be set down in the same squares from which the contrary men are taken. *If the white queen is on 60, and a black knight on 46, the queen can take the knight, which then is to be moved off the board and the queen placed on 46; but if the knight is on 45, then the queen cannot take him, though he can take the queen, who then must be removed, and the knight placed on 60; or suppose a white rook on 61, and a black bishop on 13, the rook can take the bishop, and afterwards is to be placed on 13.*

When the adversary's king is in a situation to be taken by you, you must say *check* to him; by which you warn him to defend himself, either by changing his place, or by covering himself with one of his own men, or by taking the man who assaults him: if he can do none of these things, he is *check-mated* (*chah-mat, the king is dead*) and loses the game. The king cannot change his square, if he by so doing goes into check; and when he has no man to play, and is not in check, yet is so blocked up, that he cannot move without going into check, this position is called a *stale-mate*, and in this case the king, who is stale-mated, wins the game in England, but in France this situa-

tion makes a drawn game. *Place the black king on 33, with pawns on 30 and 39; the white king on 44, a white bishop on 34, with pawns on 38 and 47; if the white king is moved to 35, black wins the game by a stale-mate, because the black king cannot be moved to 25 or 41, on account of the white bishop; nor to 26, 34, or 42, owing to the white king, as 'tis requisite that the kings should always be at least one square distant from each other; neither can the black pawns be moved, their progress being stopped by the white.*

Many chess players give notice when the queen is in danger of being taken, by saying *check to the queen*.

Several variations have at different periods been introduced into chess. In some of the eastern games the power of the pherz or minister (the piece we call queen,) was very limited, being allowed only to move from square to square, and never to be further than two from the king. *Tamerlane the Great* did not think it beneath him to invent new pieces, which rendered the game more complicated, and after his death were disused. *Chatúrúje*, or the four kings, is a Persian game, by four players, on sixty-four squares, with each eight chess-men, distinguished by white, black, red, and green. The *Chinese* introduced other pieces to imitate cannon. *Carrera* added two, the campione, and the centaur: with two other pawns, and increased the squares to eighty. *Arch-chess* was played on a board with one hundred squares, besides two new pieces, stiled the centurion and decurion, and two pawns additional on each side. The *Duke of Rutland's game* consisted of one hundred and forty squares, with fourteen pieces and fourteen pawns on each side, one of which was named the concubine, and another the

crowned rook. The *Round-game* was played on a round board, divided into sixty-four parts of four circles. The *German military game*, on one hundred and twenty-one squares, had on each side a king, two guards, two cuirassiers, two dragoons, two hussars, five cannon, and eleven fusiliers. The *king and pawn's game* was merely a curious variation from the common method; where the king and pawns on one side were opposed to the king, pieces and pawns on the other, in which the player, with the king and pawns only, was almost certain of winning.

The *Germans* sometimes play a double game with two boards by four people, two of a side, each not only playing his own game but also assisting his partner. The *Russians*, in addition to other moves, give that of the knight to the queen; they likewise play four persons at a time, two against two, on a board larger than usual, containing more squares, and a greater number of men. *Demoivre* shews a method of covering with the knight all the squares of the board in sixty-four moves. Place the knight on No. 8, and from thence in the following order:—23, 40, 55, 61, 51, 57, 42, 25, 10, 4, 14, 24, 39, 56, 62, 52, 58, 41, 26, 9, 3, 13, 7, 22, 32, 47, 64, 54, 60, 50, 33, 18, 1, 11, 5, 15, 21, 6, 16, 31, 48, 63, 53, 59, 49, 34, 17, 2, 12, 27, 44, 38, 28, 43, 37, 20, 35, 45, 30, 36, 19, 29, 46.

Some whimsical people in England have lately endeavoured to alter the names of the chess men, by changing that of queen into minister, rook to peer, and pawn to commoner; and instead of castling they say closetting.

The board is technically called the exchequer, the squares are stiled houses, the ranges of which in a

strait line, from right to left, are denominated ranks, and perpendicularly from one player to the other are files.

THE RELATIVE VALUE OF THE PIECES AND PAWNS.

King.....	6½	Knight.....	9½
Queen.....	23½	Rook	15
Bishop	9½	Pawn	2

The power of the king for attack or defence is as above stated, though from the principle of the game he is invaluable; the power of the pawn is as 2, but from its chance of promotion the real value is calculated at 3½.

EXAMPLES OF VARIOUS MATES.

1. **QUEEN'S** mate; *white king 27, queen 26; black king 25; or white king 22, queen 15, and black king 8.*
2. **Bishop's** mate; *white king 24, bishops 21 and 22; black king 8.*
3. **Knight's** mate; *white king 26, knight 19; black king 9, bishop 1, knight 10.*
4. **Rook's** mate; *white king 27, rook 41; black king 25.*
5. **Pawn's** mate; *white king 14, pawn 15; black king 8, pawn 16.*
6. **Mate by discovery**; *white king 11, rook 57, bishop 49; black king 9: moving the bishop gives mate by discovery.*
7. **Smothered** mate; *white king 61, knight 14; black king 8, rook 7, pawns 15 and 16.*

8. Stale-mate; *white king 21, pawn 13; black king 5; or white king 18, queen 19; black king 2*. See page 6.

9. Mate in the middle of the board; *white king 61, queen 37, pawn 44; black king 29, queen 22, pawn 20*.

10. Fool's mate:

WHITE.

1. Pawn.....55 to 39
2. Pawn.....54 to 46

BLACK.

1. Pawn.....13 to 21
2. Queen.... 4 to 40 ‡

11. Scholar's mate:

1. Pawn.....53 to 37
2. Bishop...62 to 35
3. Queen....60 to 32
4. Queen....32 to 14*‡

1. Pawn.....13 to 29
2. Bishop... 6 to 27
3. Pawn....12 to 20

12. Speedy check mate:

1. Pawn.....53 to 37
2. Pawn.....52 to 44
3. Knight...63 to 46
4. Pawn.....37 to 30*
5. Knight...46 to 29*
6. Queen....60 to 32 ‡
7. Queen....32 to 14 ‡

1. Pawn.....13 to 29
2. Pawn....15 to 23
3. Pawn....14 to 30
4. Pawn....23 to 30 *
5. Pawn....12 to 20
6. King..... 5 to 13

13. Difficult check-mates are a knight and bishop, or two bishops against a king; a rook and bishop against a rook, and a queen against a bishop and knight.

‡ Signifies that check-mate is given, † that check is given, and * that a man is taken by that move.

MR. HOYLE'S RULES FOR CHESS.

1. **M**ove your pawns before your pieces, and afterwards bring out the pieces to support them ; therefore the king's, queen's, and bishop's pawns should be the first played, in order to open the game well.

2. Do not, therefore, play out any of your pieces early in the game, because you thereby lose moves, in case your adversary can, by playing a pawn, make them retire, and also opens his game at the same time ; especially avoid playing your queen out, till your game is tolerably well opened.

3. Avoid giving useless cheeks, and never give any unless to gain some advantage, because you may lose the move if the adversary can either take or drive your piece away.

4. Never crowd your game by having too many pieces together, so as to prevent advancing or retreating your men as occasion may require.

5. If your game happens to be crowded, endeavour to free it by exchanges of pieces or pawns, and castle your king as soon as convenient ; afterwards bring out your pieces, and attack the adversary where weakest.

6. When the adversary plays out his pieces before his pawns, attack them as soon as you can with your pawns, by which you may crowd his game, and make him lose moves.

7. Never attack the adversary's king without a sufficient force ; and if he attacks yours, and you cannot retaliate, offer exchanges ; and should he retire, when you present a piece to exchange, he may lose a move. It also may sometimes be expedient to act in this manner in case of other attacks.

8. Play your men in guard of one another, so that if any be taken, the enemy may also be captured by that which guarded yours, and endeavour to have as many guards to your piece, as your adversary advances others upon it; and if possible, let them be of less value than those he assails with. When you cannot well support your piece, see if by attacking one of his that is better, or as good, you may not thereby save yours.

9. Never attack but when well prepared, for thereby you open your adversary's game, and prepare him to pour in a strong attack upon you, as soon as your weak one is over.

10. Never play till you have examined whether you are free from danger by your adversary's last move; nor offer to attack till you have considered what harm he would be able to do you by his next moves, in consequence of yours.

11. When your attack is in a prosperous way, never be diverted from it by taking any piece, or other seeming advantage, your adversary may purposely throw in your way, with the intent that by your taking the bait he might gain a move which would make your design miscarry.

12. When in pursuing a well-laid attack, you find it necessary to force your adversary's defence, with the loss of some pieces; if, upon counting as many moves forward as you can, you find a prospect of success, sacrifice a piece or two to gain your end: these bold attempts make the finest games.

13. Never let your queen stand so before the king, as that your adversary, by bringing forwards a rook or a bishop, might check your king if she was not there, for you could hardly save her, or perhaps at best must

sacrifice her for an inferior piece; *as for example: Place the white king on 61, the queen on 53; the black king on 4, and the rook on 16: which last, if moved to 13, must be taken by the white queen, who in return would be taken by the black king; because the white queen could not otherwise be moved without putting the king on check to the black rook.*

14. Let not your adversary's knight fork your king and queen, or king and rook, or queen and rook, or your two rooks, at the same time; for in the two first cases, the king being forced to go out of check, the queen or the rook must be lost; and in the two last a rook must be lost, at best, for a worse piece. *Place the white queen on 5, the rook on 7, and a black knight on 37. The latter piece, if moved to 22, will fork both the queen and rook, and consequently one of them must be lost for the knight.*

15. Take care that no guarded pawn of your adversary fork two of your pieces: knights and rooks are particularly liable to this mode of attack; also guard against either a check by discovery, or a stale-mate.

16. When the kings have castled on different sides of the board, attack with the pawns you have on that side where the adversary has castled, advancing the pieces, especially the queen and rooks, to support them; and if the adversary's king has three pawns on a line in front, he should not stir them till forced to it.

17. Endeavour to have a move in ambushade; that is, place the queen, bishop, or rook behind a pawn, or a piece, in such a manner, as upon playing that pawn, or piece, you discover a check upon your adversary's king, and consequently may often get a piece, or some other advantage by it. *Suppose the black king on 6, a*

white bishop on 41, and a pawn on 34; by moving the pawn to 26, a check by the white bishop is discovered upon the black king.

18. Never guard an inferior piece or pawn with a better, if you can do it with a pawn, because that better piece may in such a case be, as it were, out of play.

19. A pawn pushed on, and well supported, often costs the adversary a piece; but one separated from the others is seldom of any value. And whenever you have gained a pawn, or other advantage, and are not in danger of losing the move thereby, make as frequent exchanges as you can.

20. If each player has three pawns upon the board, and no piece, and you have a pawn on one side of the board, and the other two on the other side, and your adversary's 3 are opposite to your 2, march with your king to take his pawns; and if he moves to support them, go on to queen with your single pawn; and if he attempts to hinder it, take his pawns, and push yours to queen; that is to move a pawn into the adversary's back row, in order to make a queen, when the original is lost.

21. At the latter end of a game, each party having only three or four pawns on different sides of the board, the kings are to endeavour to gain the move, in order to win the game. *For example: the white king placed on 54, and the black king on 37, white would gain the move by playing to 53, or black to 38, and in both cases the adverse king would be prevented from advancing.*

22. When the adversary has no more than his king and one pawn on the board, and you a king only, you can never lose that game if you bring and keep your

king opposite to your adversary's, when he is immediately either before or on one side of his pawn, and only one house between the kings. This must then either be a drawn game, or if the opponent persists in his endeavours to win, he will lose by a stale-mate, by drawing you upon the last square.

23. When your adversary has one pawn on the rook's line, with a king and bishop against a king only, and his bishop is not of the colour that commands the corner-house his pawn is going to, if you can get your king into that corner, you cannot lose that game, but may win by a stale-mate.

24. When you have only your queen left in play, and your king happens to be in the position of stale-mate, keep giving check to your adversary's king, always taking care not to check him where he can interpose any of his pieces that make the stale: so doing, you will at last force him to take your queen, and then you win the game by being in stale-mate.

25. Never cover a check with a piece that a pawn pushed upon it may take, for fear of only getting that pawn for it: *put a black rook on 7, and a pawn on 40; the white king on 63, and a knight on 61: the white king being on check to the rook, if the check is covered by moving the white knight to 55, the black pawn could then be moved to 48, and take the knight.*

26. Do not crowd your adversary's king with your pieces, lest you inadvertently give a stale-mate.

27. Do not be too much afraid of losing a rook for an inferior piece; although a rook is better than any other, except the queen, yet it seldom comes into play, so as to operate, until the end of the game; and it is generally better to have a worse piece in play than a superior out.

28. When you have moved a piece, which your adversary drives away with a pawn, that is a bad move, your enemy gaining a double advantage. At this nice game no move can be indifferent. Though the first move may not be much, between equally good players, yet the loss of one or two more, after the first, makes the game almost irretrievable : but if you can recover the move, or the attack (for they both go together) you are in a fair way of winning.

29. If ever your game is such, that you have scarce any thing to play, you have either brought out your pieces wrong, or, which is worse, not at all ; for if you have brought them out right, you must have variety enough.

30. Don't be much afraid of doubling a pawn : two in a direct line are not disadvantageous when surrounded by three or four others. Three together are strong (*as three white pawns on 28, 35, and 37*), but four (*as 44 in addition*) that make a square, with the help of other pieces, well managed, form an invincible strength, and probably may produce you a queen : on the contrary, two pawns, with an interval between (*as on 35 and 37*) are no better than one ; and if you should have three over each other in a line (*as 26, 31, and 42*) your game cannot be in a worse situation.

31. When a piece is so attacked that it is difficult to save it, give it up, and endeavour to annoy your enemy in another place ; for it often happens, that whilst your adversary is pursuing a piece, you either get a pawn or two, or such a situation as ends in his destruction.

32. Supposing your queen and another piece are attacked at the same time, and by removing your queen,

you must lose the piece, if you can get two pieces in exchange for her, rather do that than retire; for the difference is more than the worth of a queen; besides you preserve your situation, which often is better than a piece; when the attack and defence are thoroughly formed, if he who plays first is obliged to retire by the person who defends, that generally ends in the loss of the game on the side of him who attacks.

33. Do not aim at exchanges without reason; a good player will take advantage of it, to spoil your situation, and mend his own: but when you are strongest, especially by a piece, and have not an immediate check-mate in view, then every time you exchange, your advantage increases. Again, when you have played a piece, and your adversary opposes one to you, exchange directly, for he wants to remove you: prevent him, and do not lose the move.

34. Every now and then examine your game, and then take your measures accordingly.

35. At the latter end of the game, especially when both queens are off the board, the kings are capital pieces, do not let yours be idle; it is by his means, generally, you must get the move and the victory.

36. As the queen, rooks, and bishops operate at a distance, it is not always necessary in your attack to have them near your adversary's king; they do better at a distance, cannot be driven away, and prevent a stale-mate.

37. When there is a piece you can take, and that cannot escape, do not hurry; see where you can make a good move elsewhere, and take the piece at leisure.

38. It is not always right to take your adversary's pawn with your king, for very often it happens to be a

safeguard and protection to him. *Place a black rook on 5, with a pawn on 45, and the white king on 53, who then is sheltered by the black pawn from the attack of the rook.*

39. When you can take a man with different pieces, consider thoroughly with which you had best take it.

APPLICATIONS TO SOME OF THE FOREGOING RULES.

1. **WHETHER** you play the open or close game, bring out all your pieces into play before you begin the attack ; for if you do not, and your adversary does, you will always attack, or be attacked, at a great disadvantage ; this is so essential, that you had better forego an advantage than deviate from it ; and no person can ever play well who does not strictly practise this. In order to bring out your pieces properly, push on your pawns first, and support them with your pieces, thereby your game will not be crowded, and all your pieces will be at liberty to play and assist each other, and so co-operate towards obtaining your end : and either in your attack or defence, bring them out so as not to be driven back again.

2. When you have brought out all your pieces, which you will have done well, if you have your choice on which side to castle ; then consider thoroughly your own and adversary's game, and not only resolve where to castle, but likewise to attack where you appear strongest, and your enemy weakest. By this it is probable you will be able to break through your adversary's game, in which some pieces must be exchanged. Now pause again and survey both games attentively, and do not let your impetuosity hurry you

on too far ; at this critical juncture (especially if you still find your adversary pretty strong) rally your men, and put them in good order for a second or third attack, still keeping your men close and connected, so as to be of use to each other. For want of this method, and a little coolness, an almost sure victory is often snatched out of a player's hands, and a total overthrow ensues.

3. At the last period of the game, observe where your pawns are strongest, best connected, and nearest to queen, likewise mind how your adversary's pawns are disposed, and compare these things together ; and if you can get to queen before him, proceed without hesitation ; if not, hurry on with your king to prevent him : I speak now, as supposing all the noblemen are gone ; if not, they are to attend your pawns, and likewise to prevent your adversary from going to queen.

SOME OTHER DIRECTIONS BY AN AMATEUR.

1. THE principal art consists in the nice conduct of the royal pawns ; in duly supporting them against every attack ; and, when they are taken, supplying their places with others equally well supported.

2. The royal pawns, after the first moves, should not be rashly pushed on before your adversary's king has castled ; otherwise he would castle on your weakest side.

3. Pawns on a front line, when judiciously supported, greatly obstruct the adversary's pieces from entering your game, or taking an advantageous situation.

4. When you have two pawns on a front line, nei-

ther should be pushed forward until the adversary proposes to exchange, then instead of doing that push on the attacked pawn; *as suppose two white pawns upon 36 and 37, two black on 21 and 22; if the black pawn on 21 is moved to 29, the white on 36 should then advance to 28.*

5. Dispose your pawns so as to prevent, if possible, the adversary's knights from entering into your game.

6. When your pawns are separated from the centre, strive to increase the number on the strongest side; and when you have two in the centre, endeavour to unite there as many as you can.

7. One or two pawns far advanced at the commencement of a game, may be looked upon as lost, unless very well supported.

8. Until the bishop's pawns have been advanced two squares, the knight should not be placed on the bishop's third square (*as from 63 to 46, or 58 to 43*) else those pawns would thereby be hindered from supporting others.

9. So long as a direct attack on the adversary's king is not likely to prosper, strive to capture or exchange those men which would prevent it.

10. Whenever you can make an opening with two or three pawns on the adversary's king, you then are almost sure of the game.

11. If ever the strength of your game consists of pawns, strive to take the adversary's bishops, because they, much more than the rooks, could prevent the advancement of your pawns.

12. While you meditate an attack, endeavour to keep your king so situated that he may castle when you please.

13. When more than one of your adversary's men

are in your power, rather in capturing them be guided by the worth each may be of at that period of the game, than by its abstract value, and act on the same principle when two of yours are so attacked that you must give up one of them.

14. Prevent your adversary from getting prematurely among your pieces, otherwise his knights and bishops, supported by the pawns, and occasionally by the queen, may decide the game, while only part of your force is engaged.

15. At the beginning of a game, guard against the adversary's king's bishop attacking your king's bishop's pawn; and as the king's bishop is a most dangerous piece to form an attack, strive to exchange your queen's bishop for it, or otherwise get quit of it as soon as you can.

16. Hinder the adversary from doubling his rooks (*as placing them on 5 and 13, or 7 and 15*), especially if there's an opening in the game.

17. Endeavour to move the king to a square where one of the adversary's pawns will protect him from the rook: *as put a black rook on 4, with a pawn on 36, and the white king on 53; by moving the king to 52, then the black pawn hinders the rook from giving check. See rule 38, in page 16.*

18. When you have a chain of pawns following each other obliquely, preserve, if possible, the leader: *four white pawns on 29, 38, 47, and 56; that on 29 is the leader.*

19. After each move of the adversary, consider attentively what view he can have in it, and whether it disconcerts your plan; if it does, remove the evil before you proceed, else while you are only intent on

the attack, you may be taken by surprise. See rule 10, in page 11, and rule 34, in page 16.

20. In order to overthrow the adversary's schemes, you must often play against the general rules in the defence, but seldom need act so in the attack.

21. Avoid changing the king's pawn (13 or 53) for the adversary's king's bishop's pawn (14 or 54), or the queen's pawn (12 or 52) for the adversary's queen's bishop's pawn (11 or 51), because the royal pawns, occupying the centre, prevent in great measure the adversary's pieces from injuring you.

22. A knight, supported by two pawns (*as the white knight on 28, and the pawns on 35 and 37*), unless the adversary can push on a pawn to attack him, will prove so incommodious that he must be taken by a piece, and you gain the advantage of reuniting the pawns.

23. Circumstances sometimes will require you to give check, even when you have not check-mate in view; as to drive the adversary's king into a worse situation, or to compel him to leave a superior piece unguarded, or to take away his privilege of castling, or to save one of your own pieces.

24. While you aim at giving check-mate, and all your pieces are employed, be very careful lest your king is check-mated by a single move of the adversary; and if ever you perceive a probability of the adversary giving you check-mate, be doubly cautious of every move; a wrong piece moved, or even a right one into a wrong square, may ultimately prove fatal.

25. By castling a double advantage is gained at once, that of removing the king into a more secure or advantageous situation, and also bringing the rook directly into play.

26. Sometimes it is best to play the king without castling, in order to attack with your pawns on that side, and then the king's bishop's second square (14 or 54) is usually the proper place for him.

27. If your king castles on his own side, avoid moving his knight's or rook's pawns without necessity, as they are a protection to him.

28. If the adversary's king castles on the same side of the board as yours, do not, by pushing forward your pawns, leave the king unguarded, but rather attack with your pieces. See rule 16, page 12.



MAXIMS FOR THE CONCLUSIONS OF GAMES.

1. A SINGLE pawn cannot win if the adversary's king is opposed to it; *as put the white king on 30, with a pawn on 22, and the black king on 14, either side having the move, it must be a drawn game, or black wins by a stale-mate*: but if its own king is placed before it, then the pawn may win; *as reverse the situations of the kings by putting white on 14, and black on 30: black cannot hinder the white pawn from making a queen.*

2. Two pawns against one must win in most cases; but the player, possessing the two, should avoid exchanging one of them for his adversary's pawn.

3. A pawn, with any piece, must win in every case, except with a bishop, when the pawn is on a rook's file, and the bishop does not command the square where the pawn must go to queen; *as the white king on 39, with a bishop on 30, and a pawn on 24; and the black king on 6: black can prevent the pawn from push-*

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ing on to queen, which could not be prevented if the white bishop was on 29.

4. Two knights, without any other man, cannot give check-mate.

5. Two bishops may win.

6. A knight, with a bishop, may win.

7. A rook against either a knight or a bishop makes a drawn game; as also does a rook and a knight against a rook.

8. A rook with a bishop against a rook may win.

9. A rook with either a bishop or a knight against a queen make a drawn game.

10. A queen against a bishop and a knight may win.

11. A queen against a rook with two pawns makes a drawn game.

12. A rook against either a bishop or a knight with two pawns makes a drawn game; *because the player possessing the rook cannot be prevented from exchanging it for the two pawns.*

In order to determine what shall be a drawn game 'tis customary towards the conclusion, to fix 50 more moves on each side as the number to ascertain that point.

LAWS OF CHESS.

1. If you touch your man you must play it, except that would expose your king to check, in which case you are only, when possible, to move the king; and so long as you keep hold, you may place the said man where you please; but once having quitted, you then cannot recal the move; though should any men be displaced by accident those are to be restored.

2. If you touch one of your adversary's men, he

may insist upon your taking it ; and when you cannot do so, then you are to move your king, provided that may be effected without putting him on check.

3. If by mistake, or otherwise, you make a false move, the opponent can oblige you to move the king (as in the 2d article) ; but if he plays without noticing the said false move, neither of you can afterwards recal it.

4. If you misplace your men, and play two moves, it lieth in your adversary's power whether he will permit you to begin the game afresh.

5. When the adversary gives check without warning, you are not obliged to notice it until he does ; but if on his next move he warns you, each party must then retract his last move, and the king be removed off check.

6. Should the opponent warn you of a check without really giving it, and you have even moved your king, or any other man, you are in such case allowed to retract before the opponent has completed his next move.

7. You are not to give check to your adversary's king by any piece, which by so moving would discover check on your own king *.

8. After your king or the rook has moved, you cannot castle ; and if you attempt it, the adversary may insist that you move either the king or rook.

9. In each fresh game, the players have the first move alternately ; but where the advantage of a piece or pawn is given, the player given that advantage is entitled to the first move.

* Place the white king on 53, the queen on 19, the black king on 22, with a knight on 21 : black must not check the white king by moving the knight to 36 ; as by that, the black king would be on check to the white queen.

MR. HOYLE'S CHESS LECTURES.

CLOSE GAME OPENING.

 W. *stands for White, and B. for Black.*

- W. **T**HE king's pawn two moves.
 1 B. **T**he king's pawn the same.
 W. The queen's bishop's pawn one move.
 2 B. The queen's pawn two moves.
 W. The king's pawn takes it.
 3 B. The queen takes the pawn.
 W. The queen's pawn two moves.
 4 B. The black queen's knight in his queen's bishop's third square.
 W. The queen's bishop in his king's third square.
 5 B. The black queen's bishop in the black king's bishop's fourth square.
 W. The queen's bishop's pawn one move.
 6 B. The queen gives check.
 W. The bishop interposes.
 7 B. The queen in her knight's third square.
 W. The white queen's pawn plays on the black knight.
 8 B. The black knight in the white queen's fourth square.

Black wins the game.

 GAME II.

TEN CLOSE GAMES.

- * W. **T**HE king's bishop in the queen's bishop's fourth square.

* When the first moves are similar to those of the preceding game, then they are not here repeated.

- 2 B. The king's bishop in the white queen's bishop's fifth square.
W. The queen's bishop's pawn one move.
- 3 B. The king's knight in his bishop's third square.
W. The queen's pawn two moves.
- 4 B. The black pawn takes it.
W. The white pawn takes the pawn.
- 5 B. The bishop gives check.
W. The bishop interposes.
- 6 B. The bishop takes it with a check.
W. The knight takes it, and white's game is best opened.

GAME III.

- W. THE queen's bishop's pawn one move.
- 2 B. The king's knight in his bishop's third square.
W. The queen's pawn two moves.
- 3 B. The king's knight takes the pawn.
W. The queen in her king's second square.
- 4 B. The king's bishop's pawn two moves.
W. The king's bishop's pawn one move.
- 5 B. The queen checks the king.
W. The pawn covers the check.
- 6 B. The knight takes the pawn.
W. The queen checks the king, and wins the game.

GAME IV.

- 2 B. THE queen's pawn two moves.
W. The pawn takes it.
- 3 B. The queen takes the pawn.
W. The queen's bishop's pawn one move.
- 4 B. The queen in her own place.
W. The queen's knight in his queen's bishop's third square.

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- 5 B. The black queen's bishop's pawn two moves.
W. The white king's knight in his bishop's third square.
- 6 B. The black queen's knight in his queen's bishop's third square.
W. The white king's bishop in his king's second square.
- 7 B. The king's bishop in the queen's third square.
W. Castles. A pretty equal game.

GAME V.

- 2 B. The king's knight in his king's bishop's third square.
W. The queen's pawn two moves.
- 3 B. The pawn takes the pawn.
W. The king's pawn one move.
- 4 B. The king's knight in the queen's fourth square.
W. The pawn takes the pawn.
- 5 B. The bishop gives check.
W. The knight in his queen's bishop's third square.
- 6 B. The knight takes the knight.
W. The queen in her knight's third square.
- 7 B. The knight in his queen's fourth square wins the game.

GAME VI.

- W. The king's bishop in the queen's bishop's fourth square.
- 2 B. The queen's bishop's pawn one move.
W. The king's knight in his bishop's third square.
- 3 B. The queen's pawn two moves.
W. The king's bishop in the queen's knight's third square.

- 4 B. The queen's pawn takes the pawn.
 W. The king's knight takes the pawn.
 5 B. The queen in the king's knight's fourth square.
 W. The queen's pawn two moves.
 6 B. The queen takes the knight's pawn.
 W. The rook in his bishop's place.
 7 B. The queen's bishop in the black rook's third square.
 W. The queen's knight in his queen's second square.
 8 B. The king's knight in his rook's third square.

GAME VII.

- W. The bishop takes the pawn and checks.
 3 B. The king takes the pawn.
 W. The queen gives check.
 4 B. The king in his third square.
 W. The queen in her king's bishop's fifth square, checks.
 5 B. The king in his queen's third square.
 W. The queen's pawn two moves.
 6 B. The queen in the king's bishop's third square.
 W. The pawn takes the pawn with check, and wins the game.

GAME VIII.

- W. The king's knight in his bishop's third square.
 3 B. The queen's pawn two moves.
 W. The bishop in the queen's knight's third square.
 4 B. The pawn takes the pawn.
 W. The knight takes the pawn.
 5 B. The queen in her king's knight's fourth square.
 W. The king's knight takes the pawn.
 6 B. The queen takes the white knight's pawn.

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- W. The rook in the bishop's place.
7 B. The queen's bishop attacks the queen.
W. The pawn covers the attack.
8 B. The pawn takes the pawn.
W. The rook in the king's bishop's second square.
9 B. The queen in the knight's place, checks.
W. The rook interposes.
10 B. The pawn gives check-mate.

GAME IX.

- W. The pawn takes the pawn.
4 B. The king's pawn one move.
W. The king's knight in the king's fifth square.
5 B. The pawn takes the pawn.
W. The king's knight takes the pawn.
6 B. The king takes the knight.
W. The queen gives check.
7 B. The king in his third square.
W. The queen gives check in her king's knight's fourth square.
8 B. The king in his queen's third square.
W. The queen in her king's knight's third square, checks.
Black loses by any other defence.

GAME X.

- W. The king's bishop in the queen's knight's third square.
4 B. The pawn takes the pawn.
W. The knight takes the pawn.
5 B. The knight in his rook's third square.
W. The queen's pawn two moves.
6 B. Takes the pawn.

- W. The queen's bishop takes the knight.
 7 B. The pawn takes the pawn.
 W. The bishop takes the bishop's pawn with check.
 8 B. The king in his second square.
 W. The bishop gives check-mate.

GAME XI.

- W. THE queen in the king's rook's fifth square.
 3 B. The queen in her king's bishop's third square.
 W. The king's knight in his bishop's third square.
 4 B. The queen's pawn one move.
 W. The king's knight in his fifth square.
 5 B. The knight defends the attack.
 W. The queen's pawn one move.
 6 B. The pawn attacks the queen.

GAME XII.

THE QUEEN'S PAWN OPENING, THREE GAMES.

- W. THE queen's pawn two moves.
 1 B. The queen's pawn the same.
 W. The queen's bishop's pawn two moves.
 2 B. The pawn takes the pawn.
 W. The king's pawn one move.
 3 B. The queen's knight's pawn two moves.
 W. The queen's rook's pawn two moves.
 4 B. The queen's bishop's pawn one move.
 W. The pawn takes the pawn.
 5 B. The pawn takes the pawn.
 W. The queen in the king's bishop's third square wins the game.
By defending the pawn, the game is lost.

GAME XIII.

3 B. THE king's pawn one move.

W. The bishop takes the pawn.

4 B. The king's bishop in the queen's third square.

W. The king's knight in his king's second square.

5 B. The king's knight in his bishop's third square.

W. Castles.

6 B. The bishop takes the pawn and checks.

W. The king takes the bishop.

7 B. The knight gives check.

If the White king goes into the corner, by giving him check, he is mated the second move. Go where he will, he has the worst of the game.

GAME XIV.

4 B. The bishop gives check.

W. The bishop interposes.

5 B. The bishop takes it and checks.

W. The knight takes the bishop.

6 B. The king's knight in his second square.

W. The king's knight in his king's second square.

Both sides castle, and White's game is best opened.

 GAME XV.

A DEFENCE AGAINST THE BISHOP'S OPENING IN THE CORNERS TO CATCH THE ROOKS.

W. THE king's pawn two moves.

1 B. The king's knight's pawn one move.

W. The queen's pawn two moves.

- 2 B. The king's bishop in the knight's second square.
 W. The queen's bishop's pawn one move.
- 3 B. The queen's knight's pawn one move.
 W. The king's bishop's pawn one move.
- 4 B. The queen's bishop in the knight's second square.
 W. The king's bishop in the queen's third square.
- 5 B. The queen's knight in her bishop's third square.
 W. The king's knight in his king's second square
- 6 B. The king's pawn two moves.
 W. The queen's pawn one move.
- 7 B. The queen's knight in the king's second square.
 W. The queen's knight in her second square.

White has the best of the game, and is to push his pawns to attack that side of the board, where the Black castles, and to bring forth his Rooks to sustain the attack.

GAME XVI.

SEVEN GAMBITS*.

- W. THE king's pawn two moves.
- 1 B. The king's pawn the same.
 W. The king's bishop's pawn two moves.
- 2 B. The pawn takes the pawn.
 W. The king's knight in his bishop's third square.

* Gambit signifies that sort of game which commences by pushing the king's and king's bishop's pawns, or those of the queen and queen's bishop, two squares each, in lieu of employing one to defend the other. The pawn first advanced is styled the Gambit Pawn; and this game, formed more on experiment than system, and depending principally on the spirit of the players, varies so much that very few certain rules can be given. A Gambit, equally well played by both parties, is likely to prove indecisive, though the power which either player, sacrificing his pawn, always has of

- 3 B. The queen's pawn one move.
 W. The queen's pawn two moves.
- 4 B. The king's knight's pawn two moves.
 W. The king's bishop in his queen's bishop's fourth square.
- 5 B. The king's bishop in his knight's second square.
 W. The queen's bishop's pawn one move.
- 6 B. The queen's knight in her bishop's third square.
 W. The queen in her knight's third square for a double attack.
- 7 B. The queen in her bishop's third square.
 W. Castles.
- 8 B. The king's knight in the king's second square.

GAME XVII.

- W. THE king's rook's pawn two moves.
- 6 B. The king's rook's pawn one move.
 W. The pawn takes the pawn.
- 7 B. The pawn takes the pawn.
 W. The rook takes the rook.
- 8 B. The bishop takes the rook.
 W. The queen's bishop's pawn one move.
This is a very good defence.

GAME XVIII.

- W. THE king's rook's pawn two moves.
- 3 B. The king's bishop in his king's second square.

attacking the other, will certainly prove fatal unless the opponent plays uniformly well for about the first dozen moves of the game. The capture of the pawn is a feature common to all Gambits and 'tis advisable to sacrifice even all the pawns on the king's side in order to take the adversary's king's pawn, because it would otherwise prevent the bishops (3 or 59) from joining in the attack, in which the king's bishop is certainly the best piece, and the king's pawn the most serviceable man.

- W. The queen in the king's knight's fourth square.
4 B. The queen's pawn two moves.
W. The queen takes the knight's pawn.
5 B. The king in his third square wins the game.

GAME XIX.

- W. THE queen in the king's bishop's fourth square takes the pawn.
5 B. The black bishop attacks the queen.
W. The queen in the king's third square.

GAME XX.

- W. THE queen takes the pawn in her bishop's fourth square.
5 B. The pawn takes the pawn.
W. The queen takes the pawn.
6 B. The knight in his bishop's third square.

GAME XXI.

- W. THE king's knight in his bishop's third square.
3 B. The queen's pawn one move.
W. The king's bishop in the queen's bishop's fourth square.
4 B. The queen's bishop in the white king's knight's fourth square.
W. Castles.
5 B. The bishop takes the knight.
W. The queen takes the bishop.
6 B. The king's knight's pawn two moves.
W. The queen in her knight's third square for a double attack.

GAME XXII.

- W. The king's bishop in the queen's bishop's fourth square.
- 3 B. The king's knight's pawn two moves.
- W. The king's knight in his bishop's third square.
- 4 B. The king's knight's pawn one move.
- W. The king's knight in the king's fifth square.
- 5 B. The queen checks the king.
- W. The king in his bishop's square.
- 6 B. The king's knight in his rook's third square.
- W. The queen's pawn two moves.
- 7 B. The queen's pawn one move.
- W. The king's knight in the queen's third square.
- 8 B. The king's bishop's pawn one move.
- W. The king's knight's pawn one move.
- 9 B. The queen gives check.
- W. The king in his bishop's second square.
- 10 B. The queen gives check.
- W. The king in his third square wins the game, by the knight attacking the queen.
-

GAME XXIII.

FOUR DEFENCES TO THE GAMBIT, TO EXCLUDE THE BISHOP.

- W. THE king's knight in his bishop's third square.
- 3 B. The queen's pawn one move.
- W. The king's bishop in the queen's bishop's fourth square.
- 4 B. The queen's bishop in the king's third square.

GAME XXIV.

- 3 B. THE king's knight in his bishop's third square.
W. The king's pawn one move.
- 4 B. The king's knight in his rook's fourth square.
W. The bishop in his king's second square.
- 5 B. The king's bishop in his king's second square.
W. Castles.
- 6 B. Castles.
W. The king's knight in his king's square wins the game.

GAME XXV.

- 3 B. THE king's knight's pawn two moves.
W. The king's bishop in the queen's bishop's fourth square.
- 4 B. The king's knight's pawn one move.
W. The bishop takes the pawn with check.
- 5 B. The king takes the bishop.
W. The king's knight gives check in his king's fifth square.
- 6 B. The king in his third square.
W. The queen takes the pawn and checks.
- 7 B. The king takes the knight.
W. The queen checks in her king's bishop's fifth square.
- 8 B. The king in his queen's third square.
W. The queen's pawn two moves.
- 9 B. The king in his queen's bishop's third square.
W. The queen's bishop's pawn two moves.
- 10 B. The queen's rook's pawn one move.
W. The queen's bishop's pawn one move.
- 11 B. The queen's pawn two moves.
W. The pawn takes it with check.
- 12 B. The queen takes the pawn.

- W. The queen takes the bishop.
Any other defence loses the game.

GAME XXVI.

- 2 B. THE queen's pawn two moves.
 W. The pawn takes the queen's pawn.
 3 B. The queen takes the pawn.
 W. The queen's knight in his queen's bishop's third square.
 4 B. The queen in her king's third square.
 W. The king's knight in his bishop's third square.
 5 B. The pawn takes the pawn and checks.
 W. The king in his bishop's second square.
 6 B. The bishop gives check.
 W. The queen's pawn two moves.
 7 B. The king's bishop in his queen's third square.
 W. The bishop gives check.
 8 B. The pawn covers it.
 W. The rook attacks the queen, and wins the game.

GAME XXVII.

FOUR GAMBITS WHICH SHOULD BE FREQUENTLY
 PRACTISED.

- 2 B. THE pawn takes the pawn.
 W. The king's knight in his bishop's third square.
 3 B. The queen's pawn two moves.
 W. The pawn takes the pawn.
 4 B. The queen takes the pawn.
 W. The queen's knight in her bishop's third square.
 5 B. The queen in her own square.
 W. The king's bishop in his queen's bishop's fourth square.

6 B. The king's bishop in his queen's bishop's fourth square.

W. The queen's pawn two moves.

7 B. The king's bishop in his queen's knight's third square.

W. The queen's bishop takes the pawn.

8 B. The queen's bishop in her king's knight's fifth square.

W. Castles.

9 B. The bishop takes the knight.

W. The queen takes the bishop.

10 B. The queen takes the pawn with check.

W. The king moves into the corner.

11 B. The queen takes the bishop.

W. The queen takes the pawn, and attacks the rook.

12 B. The queen in her bishop's third square.

W. The queen in the bishop's square checks.

13 B. The king in his second square.

W. The queen's rook checks.

14 B. The king in his bishop's third square.

W. The bishop in the queen's second square.

15 B. The king in his knight's fourth square.

W. The queen in her king's knight's fourth square.

GAME XXVIII.

3 B. The king's knight's pawn two moves.

W. The king's bishop in the queen's bishop's fourth square.

4 B. The king's knight's pawn one move.

W. The king's knight in the king's fifth square.

5 B. The queen gives check.

W. The king in his bishop's square.

- 6 B. The king's knight in his bishop's third square.
W. The king's bishop takes the pawn and checks.
7 B. The king in his queen's square.
W. The queen's pawn two moves.
8 B. The king's knight takes the pawn.
W. The queen in her king's second square.
9 B. The king's knight gives check, and wins the game.

GAME XXIX.

- W. The king's bishop in the queen's bishop's fourth square.
3 B. The queen gives check.
W. The king in his bishop's square.
4 B. The king's bishop in the white queen's bishop's fifth square.
W. The queen's pawn two moves.
5 B. The bishop in his queen's knight's third square.
W. The king's knight in his bishop's third square.
6 B. The queen in the white king's knight's fourth square.
W. The bishop takes the pawn with check.
7 B. The king in his bishop's square.
W. The rook's pawn one move.
8 B. The queen in the white king's knight's third square.
W. The queen's knight in her bishop's third square.
9 B. The king takes the bishop.
W. The queen's knight attacks the black queen, and wins the game.

GAME XXX.

- 2 B. THE queen's pawn two moves.
 W. The king's pawn takes the pawn.
 3 B. The queen takes the pawn.
 W. The queen's knight attacks the queen.
 4 B. The queen in her king's third square.
 W. The king's knight in his bishop's third square.
 5 B. The pawn takes the pawn with check.
 W. The king in his bishop's second square.
 6 B. The king's bishop gives check.
 W. The queen's pawn two moves.
 7 B. The king's bishop in the queen's third square.
 W. The king's bishop gives check.
 8 B. The king in his bishop's place.
 W. The rook attacks the queen, and wins the game,
 either by taking the queen, or giving check-
 mate; or, in case black covers check, his
 queen is lost.

 GAME XXXI.

THREE GAMBITS, GIVING THREE PAWNS FOR A SITUATION.

- 2 B. THE pawn takes the pawn.
 W. The king's knight in his bishop's third square.
 3 B. The king's bishop in his king's second square.
 W. The king's bishop in his queen's bishop's fourth
 square.
 4 B. The bishop gives check.
 W. The king's knight's pawn one move.
 5 B. The pawn takes the pawn.
 W. The king castles.

- 6 B. The pawn takes the pawn and checks.
 W. The king in his rook's square.
- 7 B. The queen's pawn two moves.
 W. The bishop takes the pawn.
- 8 B. The king's knight in his bishop's third square.
 W. The bishop takes the pawn with check.
- 9 B. The king takes the bishop.
 W. The king's knight in his rook's fourth square takes the bishop.
- 10 B. The king's rook in his bishop's square.
 W. The king's pawn one move.
- 11 B. The queen gives check.
 W. The knight covers the check.
- 12 B. The king's knight in his rook's fourth square.
 W. The king takes the pawn.

GAME XXXII.

- W. The pawn covers check.
- 5 B. The pawn takes the pawn.
 W. The king castles.
- 6 B. The pawn takes the pawn with check.
 W. The king in his rook's square.
- 7 B. The queen's pawn two moves.
 W. The bishop takes the pawn.
- 8 B. The king's knight in his bishop's third square.
 W. The bishop takes the pawn with check.
- 9 B. The king takes the bishop.
 W. The king's knight takes the knight in his rook's fourth square.
- 10 B. The king's rook in his bishop's square.
 W. The queen's pawn two moves.
- 11 B. The king in his knight's square.

- W. The queen's bishop in the king's knight's fifth square.
- 12 B. The king's knight in his rook's fourth square.
- W. The bishop takes the queen.
- 13 B. The rook takes the rook with check.
- W. The queen takes the rook.
- 14 B. The knight checks both king and queen, and has the better of the game.

GAME XXXIII.

- W. The pawn takes the pawn.
- 8 B. The king's bishop in his king's second square.
- W. The king's knight in his king's fifth square.
- 9 B. The king's knight in his king's bishop's third square.
- W. The king's knight takes the pawn.
- 10 B. The king takes the knight.
- W. The queen's pawn one move, and checks with the bishop.
- 11 B. The bishop interposes.
- W. The King's bishop takes the bishop and checks.
- 12 B. The king takes the bishop.
- W. The pawn takes the bishop.
- 13 B. The king takes the pawn.

White has the worst of the game, by taking the pawn with the pawn, instead of the bishop, in the eighth move.

GAME XXXIV.

To MAKE a drawn game, having your king only against a king and a pawn.

If your king, having the move, is opposite to your adversary's king, one square only being between them, in

that case always play your king in such a manner as to keep his king opposite to yours, and it must be a drawn game; but, if he persists, by endeavouring to win, he must lose by stale-mate, in drawing you upon the last square.

GAME XXXV.

TO GAIN THE MOVE WITH AN EQUAL NUMBER OF
PAWNS, AND NO PIECE.

SUPPOSE your adversary and you have each four pawns left, two upon each side of the board: and, that your king is at liberty to attack his adversary's pawns upon one side; by reckoning how many moves it will take your king to march and capture those two pawns, and adding the number of moves, which will be necessary for you to make a queen with one of yours, you will find out the exact number of moves, before you can make a queen. Take the like method with your adversary's game, and you will perceive who has gained the move.

This is so necessary a part of the game, that, if A understands it, and B does not, B has little chance to win.

GAME XXXVI.

THERE are four houses, or squares, to win, and also four not to win a game, with the king and queen against a king and pawn only.

FIRST SITUATION FOR NOT WINNING.

White king on the black queen's rook's square.

White pawn on the black queen's rook's second square.

Black queen in the white queen's place.

Black king in the white king's place.

Black is to play.

SECOND.

White king in the black queen's knight's place.

White pawn in the black queen's bishop's second square.

Black queen in the white queen's place.

Black king in the white king's place.

Black is to play.

Place the pieces on the other side of the board, in the same situation, it will make a drawn game, or else the pawn and king must win by stale-mate.

White should observe not to guard the pawn, unless it may be taken by giving check at the same time, by which means the black king can never gain a move, and the black queen cannot take the pawn without giving stale-mate.

GAME XXXVII.

SITUATION FOR WINNING.

WHITE king in the black king's rook's square.

White pawn in the black king's knight's second square.

Black king in the white king's square.

Black queen in the white queen's square.

Black is to play.

The black queen gives check in her rook's fourth square, by which she gains a move for her king; and, as often as she forces the white king to go behind his pawn, she gives a move to her king.

PHILIDOR'S SELECT GAMES AT CHESS.

GAME THE FIRST.

Beginning with White. Illustrated by Observations on the most material Moves; and two Back Games; one commencing at the 12th, and the second at the 37th Move.

- 1 W. **T**HE king's pawn two steps.
B. The same.
- 2 W. The king's bishop at his queen's bishop's fourth square.
B. The same.
- 3 W. The queen's bishop's pawn one move.
B. The king's knight at his bishop's third square.
- 4 W. The queen's pawn two moves *.
B. The pawn takes it.
- 5 W. The pawn retakes the pawn †.
B. The king's bishop at his queen's knight's third square ‡.

* This pawn is played two moves for important reasons; 1st to prevent the adversary's king's bishop from playing upon your king's bishop's pawn; 2d, to put the strength of your pawns in the middle of the exchequer; of great consequence to attain the making of a queen.

† When the game is in this situation, (viz.) one of your pawns at your king's, and another at your queen's fourth square, push neither of them before your adversary proposes to change one for the other: in that case advance the attacked pawn. Pawns, when sustained in a front line, obstruct very much the adversary's pieces from entering in your game, or taking an advantageous post.

‡ If instead of withdrawing his bishop, he gives check with it, you are to cover the check with your bishop, in order to retake his bishop with your knight, in case he takes yours; your knight will

- 6 W. The queen's knight at his bishop's third square.
B. The king castles on his own side.
- 7 W. The king's knight at his king's second square *.
B. The queen's bishop's pawn one move.
- 8 W. The king's bishop at his queen's third square †.
B. The queen's pawn two moves.
- 9 W. The king's pawn one move.
B. The king's knight at his king's square.
- 10 W. The queen's bishop at his king's third square.
B. The king's bishop's pawn one move ‡.
- 11 W. The queen at her second square §.

then defend your king's pawn, otherwise unguarded. But perhaps he may not take your bishop, because a good player strives to keep his king's bishop as long as possible.

* You should not play your knight at your bishop's third square before the bishop's pawn has moved two steps, because the knight hinders the motion of the pawn.

† Your bishop retires to avoid being attacked by the black queen's pawn, which would force you to take that pawn with yours; and very much diminish the strength of your game, spoiling entirely the project already mentioned, in the first and second observation.

‡ He playeth this to give an opening to his king's rook; which cannot be prevented, whether you take his pawn or not.

§ If you should take the pawn, instead of playing your queen, you would commit a great fault, because your royal pawn would then lose its line; whereas if the adversary takes your king's pawn, that of your queen supplies the place, and you may sustain it with that of your king's bishop; these two pawns will undoubtedly win the game, because they can now no more be separated without the loss of a piece, or one of them will make a queen, as will be seen by the sequel. Moreover, it is of no little consequence to play your queen in that place, for two reasons; to support and defend your king's bishop's pawn; and to sustain your queen's bishop, which, being taken, would oblige you to retake his bishop with the above-mentioned last pawn; and thus your best pawns would have been totally divided, and the game indubitably lost.

- B. The king's bishop's
- 12 W. The queen's pawn
- B. The queen's bishop
- 13 W. The king's knight
- square ‡.
- B. The queen at her k
- 14 W. The queen's bishop
- B. The pawn takes th
- 15 W. The king castles wi
- B. The queen's knight
- 16 W. The knight takes th
- B. The queen takes th
- 17 W. The king's bishop's
- B. The king's knight
- cond square.

* He takes the pawn to pursue opening to his king's rook.

† He playeth this bishop to pr view afterwards to push that of his

N. B. He might have taken yo he chuses rather to let you take hi his queen's rook, though his kni are again to observe, that a doubl ous when surrounded by three the subject of a Back-game, begin black bishop there taking your bi both sides, it will make no alte pawn, together with the queen's, played, and well sustained, will ce

‡ Your king's pawn being in no bishop, in order to take or have it

§ It is always dangerous to let ter the line of your king's bishop? most dangerous piece to form an oppose him at times by your que of that piece as soon as a convenie

|| Castle on the king's side, in your king's bishop's pawn, whicl your king's pawn is attacked.

- 18 W. The queen's rook at its king's place.
B. The king's knight's pawn one move *.
- 19 W. The king's rook's pawn one move †.
B. The queen's pawn one move.
- 20 W. The knight at his king's fourth square.
B. The king's rook's pawn one move ‡.
- 21 W. The queen's knight's pawn one move.
B. The queen's rook's pawn one move.
- 22 W. The king's knight's pawn two steps.
B. The king's knight at his queen's fourth square.
- 23 W. The knight at his king's knight's third square §.
B. The king's knight at the white king's third square ||.
- 24 W. The queen's rook takes the knight.
B. The pawn takes the rook.
- 25 W. The queen takes the pawn.
B. The queen's rook takes the pawn of the opposite rook.
- 26 W. The rook at his king's place ¶.
B. The queen takes the white queen's knight's pawn.

* He is compelled to play this pawn, to prevent you from pushing your king's bishop's pawn upon his queen.

† This move is played to unite all your pawns together, and push them afterwards with vigour.

‡ He playeth this pawn to prevent your knight from entering in his game, and forcing his queen to remove; otherwise, your pawns would have an open field.

§ Play this knight in order to push your king's bishop's pawn next; it will be then supported by three pieces, the bishop, the rook, and the knight.

|| He plays this knight to obstruct your scheme by breaking the strength of your pawns, by pushing his king's knight's pawn; but break his design by changing your rook for his knight.

¶ Play your rook to protect your king's pawn, which would otherwise remain in the lurch as soon as you push your king's bishop's pawn.

- 27 W. The queen at her king's fourth square.
 B. The queen at her king's third square *.
- 28 W. The king's bishop's pawn one move.
 B. The pawn takes it.
- 29 W. The pawn takes again †.
 B. The queen at her fourth square ‡.
- 30 W. The queen takes the queen.
 B. The pawn takes the queen.
- 31 W. The bishop takes the pawn in his way.
 B. The knight at his third square.
- 32 W. The king's bishop's pawn one move §.
 B. The queen's rook at the white queen's knight's second square.
- 33 W. The bishop at his queen's third square.
 B. The king at his bishop's second square.
- 34 W. The bishop at the black king's bishop's fourth square.
 B. The knight at the white queen's bishop's fourth square.
- 35 W. The knight at the black king's rook's fourth square.
 B. The king's rook gives check.
- 36 W. The bishop covers the check.
 B. The knight at the white queen's second square.
- 37 W. The king's pawn gives check.

* The queen returns to prevent the check-mate.

† Were you not to take with your pawn you would run the risk of losing the game.

‡ He offers to change queens, in order to destroy your plan of giving him check-mate with your queen and bishop.

§ N. B. When your bishop runs upon white, strive to put your pawn always upon black, because then your bishop serves to drive away your adversary's king or rook when between your pawns; the same when your bishop runs upon black, then have your pawns upon white.

CHESS.

- B. The king at the knight's third square *.
- 38 W. The king's bishop's pawn one move.
B. The rook at its king's bishop's square.
- 39 W. The knight gives check at the fourth square of his king's bishop. ~~five~~
- B. The king at his knight's second square.
- 40 W. The bishop at the black king's rook's fourth square.
B. Playeth any where; the white pushes to queen.

FIRST BACK GAME.

Or Continuation from the twelfth Move.

- 12 W. THE queen's pawn retakes it.
B. The king's bishop takes the white queen's bishop.
- 13 W. The queen takes the bishop.
B. The queen's bishop at his king's third square.
- 14 W. The king's knight at his king's bishop's fourth square.
B. The queen at her king's second square.
- 15 W. The knight takes the bishop.
B. The queen takes the knight.
- 16 W. The king castles his rook.
B. The queen's knight at his queen's second square.
- 17 W. The king's bishop's pawn two moves.
B. The king's knight's pawn one move.
- 18 W. The king's rook's pawn one move.
B. The king's knight at his second square.
- 19 W. The king's knight's pawn two steps.
B. The queen's bishop's pawn one move.

* As the king may retire to his bishop's square, the second Back-game will shew how to proceed in this case.

- 20 W. The knight at his king's second square.
B. The queen's pawn one move.
- 21 W. The queen at her second square.
B. The queen's knight at his third square.
- 22 W. The knight at his king's knight's third square.
B. The queen's knight at his queen's fourth square.
- 23 W. The queen's rook at his king's square.
B. The queen's knight at the white king's third square.
- 24 W. The rook takes the knight.
B. The pawn takes the rook.
- 25 W. The queen takes the pawn.
B. The queen takes the white queen's rook's pawn.
- 26 W. The king's bishop's pawn one move.
B. The queen takes the pawn.
- 27 W. The king's bishop's pawn one move.
B. The knight at his king's square.
- 28 W. The king's knight's pawn one move.
B. The queen at the white queen's fourth square.
- 29 W. The queen takes the queen.
B. The pawn takes the queen.
- 30 W. The king's pawn one move.
B. The knight at his queen's third square.
- 31 W. The knight at his king's fourth square.
B. The knight at his king's bishop's fourth square.
- 32 W. The rook takes the knight.
B. The pawn takes the rook.
- 33 W. The knight at the white queen's third square.
B. The king's bishop's pawn one move any where ;
the game being lost.
- 34 W. The king's pawn one move.
B. The king's rook at its queen's knight's square.
- 35 W. The bishop gives check.

- B. The king retires, having but one place.
- 36 W. The knight gives check.
B. The king removes.
- 37 W. The knight at the black queen's square discovering check.
B. The king moves where he can.
- 38 W. The king's pawn making a queen, gives check-mate in the mean time.

SECOND BACK-GAME.

Beginning from the thirty-seventh Move.

- 37 W. THE king's pawn gives check.
B. The king at his bishop's square.
- 38 W. The rook at its queen's rook's square.
B. The rook gives check at the white queen's knight's square.
- 39 W. The rook takes the rook.
B. The knight retakes the rook.
- 40 W. The king at his rook's second square.
B. The knight at the white queen's bishop's third square.
- 41 W. The knight at his king's bishop's fourth square.
B. The knight at the white king's fourth square.
- 42 W. The knight takes the pawn.
B. The rook at its king's knight's fourth square.
- 43 W. The king's pawn one move, and gives check.
B. The king at his bishop's second square.
- 44 W. The bishop gives check at the black king's third square.
B. The king takes the bishop.
- 45 W. The king's pawn makes a queen, and wins the game.

GAME THE SECOND.

Beginning with the Black ; wherein it appears, that playing the King's Knight, the second move, is wrong ; because it gives the attack to the Adversary. By three different Back-games it is also shewn, that a good attack keeps the Defender always embarrassed.

1 B. THE king's pawn two steps.

W. The same.

2 B. The king's knight at his bishop's third square.

W. The queen's pawn one move.

3 B. The king's bishop at the queen's bishop's fourth square.

W. The king's bishop's pawn two moves *.

4 B. The queen's pawn one move.

W. The queen's bishop's pawn one move.

5 B. The king's pawn takes the pawn †.

* Any thing else your adversary could have played, this was always your best move, it being very advantageous to change your king's bishop's pawn for his royal pawn ; because your king and queen's pawns place themselves in the middle of the chess-board, and become in a situation to stop all the progress of your adversary's pieces ; besides this, you gain the attack by his having played his king's knight at the second move. You have still another advantage by losing your king's bishop's pawn for his king's pawn ; that is, when you do castle with your king's rook, the same rook finds itself immediately free and fit for action. This will be demonstrated by the first Back-game.

† Observe, if he refuses taking your pawn, leave it exposed in the same situation and place ; except, however, he should chuse to castle with his king's rook, in such case you must, without any hesitation, push that pawn forwards, in order to attack his king with all the pawns of your right wing. The effect will be best learned by a second Back-game, beginning from this fifth move. Observe again, as a general rule, not easily to push on the pawns either of your right or left wings before your adversary's king has castled ; he will otherwise retire where your pawns are less strong, or less advanced.

W. The queen's bishop retakes the pawn.

6 B. The queen's bishop at the white king's knight's fourth square.

W. The king's knight at his bishop's third square *.

7 B. The queen's knight at his queen's second square.

W. The queen's pawn one move.

8 B. The bishop retires.

W. The king's bishop at his queen's third square †.

9 B. The queen at her king's second square.

W. The same.

10 B. The king castles with his rook ‡.

W. The queen's knight at his queen's second square.

11 B. The king's knight at his rook's fourth square §.

W. The queen at her king's third square.

12 B. The king's knight takes the bishop ||.

* If he takes your knight, you must take his with your pawn, which being joined to his comrades, increases their strength.

† This is the best square your king's bishop can chuse, except the fourth of his queen's bishop, especially when you have the attack, and it be out of your adversary's power to prevent that bishop from playing on his king's bishop's pawn.

‡ If he had castled on his queen's side, it would have been then your game to castle on your king's side, in order to attack him more conveniently with your pawns on the left. Do not be too hasty in pushing your pawns forward; till they are well sustained both by one another, and also by your pieces. The form of this attack at your left will be best seen by a third Back-game, beginning from this tenth move.

§ He playeth this knight to make room to his king's bishop's pawn, with a view to advance it two steps, in order to break the chain of your pawns.

|| If he had pushed his king's bishop's pawn instead of taking your bishop, you must then have attacked his queen with your queen's bishop; and pushed your king's rook's pawn the next move upon his bishop, to compel him to take your knight: in this case your best way would be to retake his bishop with your pawn, in order to support your royal pawn, and replace it in case it be taken.

W. The queen retakes the knight.

13 B. The queen's bishop takes the knight *.

W. The pawn retakes the bishop.

14 B. The king's bishop's pawn two moves.

W. The queen at her king's knight's third square.

15 B. The pawn takes the pawn.

W. The bishop's pawn retakes it.

16 B. The king's rook at its king's bishop's third square †.

W. The king's rook's pawn two steps ‡.

17 B. The queen's rook at its king's bishop's square.

W. The king castles with his queen's rook.

18 B. The queen's bishop's pawn two steps.

W. The king's pawn one step §.

* If he did not take your knight, his bishop would remain imprisoned by your pawns, or he would lose at least three moves to get him free.

† He playeth this rook with an intention either to double it, or to remove your queen.

‡ You push this pawn two steps to give your queen more room, who, being attacked, can retire behind this pawn, and then remain, threatening her adversary's king's rook's pawn. Your pawn advancing afterwards will become dangerous to your adversary's king.

§ This move is as difficult to comprehend as to be well explained. You are to observe, when you find yourself with a chain of pawns following one another, upon one and the same coloured squares, the pawn who has the van should not be abandoned, but must strive to keep his post. Here again observe, that your king's pawn being not in the line with his comrades, your adversary has pushed his queen's bishop's pawn two steps, for two reasons; the first, to engage you to push that of your queen forwards, which, in this case, would be always stopped by that of his queen, and thus leaving behind that of your king, would render it entirely useless. The second is, to prevent your king's bishop from battering his king's rook's pawn; therefore it is best to push your king's pawn upon his rook, and sacrifice it; because then your adversary, by taking it, openeth a free passage to your queen's pawn, which you

19 B. The queen's pawn takes the pawn.

W. The queen's pawn one move.

20 B. The bishop at his queen's bishop's second square.

W. The knight at his king's fourth square *.

21 B. The king's rook at the white king's bishop's third square.

W. The queen at her king's knight's second square.

22 B. The queen at her king's bishop's second square †.

W. The knight at the black king's knight's fourth square.

23 B. The queen gives check.

W. The king at his queen's knight's square.

24 B. The rook takes the bishop ‡.

W. The rook retakes the rook.

25 B. The queen at her king's bishop's fourth square.

are to advance immediately, and sustain, in case of need, with your other pawns, in order to make a queen with it, or draw some other considerable advantage to win the game. * His queen's pawn (now become his king's) appears to have the same advantage of having no opposition from your pawns to make a queen; however, the difference is great, because his pawn being entirely separated from his comrades will always be endangered in his road by a multitude of your pieces all waging war against it.

† It was necessary to play that knight in order to stop his king's pawn; the more, because this very pawn, in its present situation, stops the passage of his own bishop, and even of his knight.

‡ He playeth his queen in order next to give check: but if he had played his king's rook's pawn to prevent the attack of your knight, you must then have attacked his bishop and his queen with your queen's pawn; and in such a case he would have been forced to take your pawn, and you should have retaken his bishop with your knight, which he could not have taken with his queen, because she would have been lost by a discovered check with your bishop.

§ He takes your king's bishop; first, to save his king's rook's pawn, and because your bishop proves more incommodious to him than any other of your pieces; and secondly, to put his queen upon the rook that covers your king.

- W. The queen at her king's fourth square *.
- 26 B. The queen takes the queen.
- W. The knight takes the queen.
- 27 B. The rook at the white king's bishop's fourth square.
- W. The knight at the black king's knight's fourth square.
- 28 B. The queen's bishop's pawn one move.
- W. The queen's rook at her king's knight's third square.
- 29 B. The knight at his queen's bishop's fourth square.
- W. The knight at the black king's third square.
- 30 B. The knight takes the knight.
- W. The pawn retakes the knight.
- 31 B. The rook at his king's bishop's third square.
- W. The king's rook at its queen's square.
- 32 B. The rook takes the pawn.
- W. The king's rook at the black queen's second square, and must win the game †.

FIRST BACK GAME.

Beginning at the third Move.

- 3 B. THE queen's pawn two steps.
- W. The king's bishop's pawn two steps.
- 4 B. The queen's pawn takes the pawn ‡;

* Having the advantage of a rook against a bishop at the end of a game, it is your advantage to change queens: because his queen being at present troublesome in the post where he just played it, you force him to change, which he cannot avoid, if he will save his being check-mated.

† Any thing he could have played could not prevent you from doubling your rooks, unless he had sacrificed his bishop, or let you make a queen with your pawn; therefore he loses the game every way.

‡ If he had taken your king's bishop's pawn instead of this, you

W. The king's bishop's pawn retakes the pawn.

5 B. The king's knight at the white king's knight's fourth square.

W. The queen's pawn one step.

6 B. The king's bishop's pawn two steps.

W. The king's bishop at his queen's bishop's fourth square.

7 B. The queen's bishop's pawn two steps.

W. The queen's bishop's pawn one step.

8 B. The queen's knight at her bishop's third square.

W. The king's knight at his king's second square.

9 B. The king's rook's pawn two steps *.

W. The king's rook's pawn one move.

10 B. The king's knight at his rook's third square.

W. The king castles on his own side.

11 B. The queen's knight at his rook's fourth square.

W. The bishop gives check.

12 B. The bishop covers the check.

W. The bishop takes the black bishop.

13 B. The queen takes the bishop.

W. The queen's pawn one move.

14 B. The queen's bishop's pawn one move †.

W. The queen's knight's pawn two moves.

15 B. The queen's bishop's pawn takes it passing by.

must have pushed your king's pawn upon his knight, and afterwards retaken his pawn with your queen's bishop.

* He pushes this pawn two steps to avoid having a double pawn upon his king's rook's line, which by pushing your king's rook's pawn upon his knight, he could not possibly escape, and you taking it afterwards with your queen's bishop, would have given him a very bad game.

† He playeth this to cut the communication of your pawns; but you avoid it by pushing immediately your queen's knight's pawn upon his knight, which move obliges your adversary to take the pawn by the way. This joins your pawns again, and makes them invincible.

- W. The rook's pawn retakes the pawn.
- 16 B. The queen's knight's pawn one move.
- W. The queen's bishop at his king's third square.
- 17 B. The bishop at his king's second square.
- W. The king's knight at his king's bishop's fourth square*.
- 18 B. The king's knight at his own square.
- W. The king's knight at the black king's knight's third square.
- 19 B. The king's rook at its second square.
- W. The king's pawn one move.
- 20 B. The queen at her knight's second square.
- W. The queen's pawn one move.
- 21 B. The king's bishop at his third square.
- W. The king's rook takes the pawn.
- 22 B. The king castles on his queen's side.
- W. The king's rook takes the black queen's knight.
- 23 B. The pawn takes the rook.
- W. The queen's rook takes the pawn.
- 24 B. The queen's rook's pawn one move.
- W. The rook gives check.
- 25 B. The king retires.
- W. The rook at the black queen's bishop's second sq.
- 26 B. The queen at her knight's fourth square.
- W. The queen's knight at her rook's third square.
- 27 B. The queen at her king's bishop's fourth square.
- W. The queen's knight at her bishop's fourth square.
- 28 B. The queen takes the knight.
- W. The bishop gives check.
- 29 B. The king retires where he can.
- W. The knight gives check-mate.

* This knight gives the mortal blow to this game, because he holds at present all your adversary's pieces in some measure locked up, till you have time to prepare the check-mate.

SECOND BACK GAME.

Beginning from the Fifth Move.

- 5 B. THE king castles on his own side.
W. The king's bishop's pawn one move.
- 6 B. The queen's pawn one move.
W. The queen at her king's bishop's third square.
- 7 B. The queen's pawn takes the pawn.
W. The queen's pawn retakes the pawn.
- 8 B. The queen's rook's pawn two moves.
W. The king's knight's pawn two moves.
- 9 B. The queen at her third square.
W. The king's knight's pawn one move.
- 10 B. The king's knight at his king's square.
W. The king's bishop at his queen's bishop's fourth square.
- 11 B. The queen's bishop's pawn one move.
W. The queen at the black king's rook's fourth square.
- 12 B. The queen's knight's pawn two steps.
W. The king's knight's pawn one move.
- 13 B. The king's rook's pawn one move.
W. The bishop takes the king's bishop's pawn, and gives check.
- 14 B. The king at his rook's square.
W. The queen's bishop takes the black king's rook's pawn.
- 15 B. The king's knight at his bishop's third square.
W. The queen being at her king's rook's fifth square, wins the game on removing the bishop.

THIRD BACK GAME.

Beginning from the Tenth Move.

- 10 B. The king castles on his queen's side.
 W. The king castles on his own side.
- 11 B. The king's rook's pawn one move.
 W. The queen's knight at his queen's second square.
- 12 B. The king's knight's pawn two steps.
 W. The queen's bishop at his king's third square.
- 13 B. The queen's rook at its king's knight's square.
 W. The queen's knight's pawn two steps.
- 14 B. The king's rook's pawn one move.
 W. The queen's rook's pawn two moves *.
- 15 B. The bishop takes the knight.
 W. The queen takes the bishop.
- 16 B. The king's knight's pawn one move.
 W. The queen at her king's second square.
- 17 B. The queen's bishop's pawn one step.
 W. The queen's rook's pawn one step.
- 18 B. The bishop at his queen's bishop's second square.
 W. The queen's bishop's pawn one move.
- 19 B. The king's rook's pawn one move.
 W. The king's rook at its queen's knight's square.
- 20 B. The king's rook at its fourth square.
 W. The queen's bishop's pawn one move.
- 21 B. The queen's pawn one move.

* When the king is behind two or three pawns, and your adversary falls upon them in order to attack your king, you must take care not to push any of those pawns till forced; as it would have been very bad policy to have pushed your king's rook's pawn upon his bishop, because he would then have got the attack by taking your knight with his bishop, and would have got an opening upon your king by pushing his king's knight's pawn, which would have lost you the game.

- W. The king's pawn one move.
- 22 B. The king's knight at his king's square.
- W. The queen's knight's pawn one move.
- 23 B. The pawn takes the pawn.
- W. The king's rook retakes the pawn.
- 24 B. The queen's rook's pawn one move.
- W. The king's rook at its queen's knight's fourth square.
- 25 B. The king's bishop's pawn one move.
- W. The king's bishop takes the queen's rook's pawn.
- 26 B. The pawn takes the bishop.
- W. The queen takes the pawn, and gives check.
- 27 B. The king retires.
- W. The queen gives check.
- 28 B. The knight covers the check.
- W. The queen's rook's pawn one move.
- 29 B. The king at his queen's second square.
- W. The queen takes the queen's pawn, and gives check.
- 30 B. The king retires.
- W. The queen's rook's pawn one move, and by different ways wins the game.

CUNNINGHAM'S GAMBIT.

The Inventor of which thought it a sure Game; but three Pawns well conducted, for the loss of a Bishop only, will win the Game, playing well on both Sides. There are two Back Games: one from the seventh, and the other at the eleventh Move.

- 1 W. THE king's pawn two moves.
- B. The same.
- 2 W. The king's bishop's pawn two moves.
- B. The king's pawn takes the pawn.

- 3 W. The king's knight at his bishop's third square.
 B. The king's bishop at his king's second square.
- 4 W. The king's bishop at his queen's bishop's fourth square.
 B. The king's bishop gives check.
- 5 W. The king's knight's pawn one move.
 B. The pawn takes the pawn.
- 6 W. The king castles on his own side.
 B. The pawn takes the rook's pawn and gives check.
- 7 W. The king at his rook's square.
 B. The king's bishop at his third square *.
- 8 W. The king's pawn one move.
 B. The queen's pawn two steps.
- 9 W. The king's pawn takes the bishop †.
 B. The king's knight takes the pawn.
- 10 W. The king's bishop at his queen's knight's third square.
 B. The queen's bishop at his king's third square.
- 11 W. The queen's pawn one move ‡.
 B. The king's rook's pawn one move §.

* If instead of playing this bishop at his third square he had played it at his king's second square, you had won the game in a few moves, which appears by the first Back-game.

† Without a sacrifice of this bishop he could not win the game; but, losing it, for three pawns, he becomes your conqueror; which three pawns (provided he doth not be too hasty in pushing them forward, and that they be always well sustained by his pieces) will win the game in spite of your best defence.

‡ If you had pushed this pawn two steps, you had given to his knights a free entry into your game, which would have lost it very soon. But, to make this more evident, see a second Back-game from this eleventh move.

§ This move is of great consequence, because it prevents you from attacking his king's knight, with your queen's bishop, which would have enabled you to separate his pawns by changing one of your rooks for one of his knights.

12 W. The queen's bishop at his king's bishop's fourth square.

B. The queen's bishop's pawn two steps.

13 W. The queen's bishop takes the pawn next to his king.

B. The queen's knight at his bishop's third square.

14 W. The queen's knight at his queen's second square.

B. The king's knight at the white king's knight's fourth square *.

15 W. The queen at her king's second square †.

B. The knight takes the bishop.

16 W. The queen takes the knight.

B. The queen at her knight's square ‡.

17 W. The queen takes the queen §.

B. The rook takes the queen.

18 W. The queen's rook at its king's square.

B. The king at his queen's second square.

19 W. The king's knight gives check.

B. The knight takes the knight.

20 W. The queen's rook takes the knight.

B. The king at his queen's third square.

* He playeth this knight to take your queen's bishop, which would prove very inconvenient to him in case he should castle on his queen's side. Observe again as a general rule, that if the strength of your game consists in pawns, the best way is to take the adversary's bishops, because they can stop the advancing of the pawns much better than the rooks.

† Not being able to save your bishop, without doing worse, play your queen to take his place again when taken; for, if you had played it at your king's bishop's fourth square to prevent the check of his knight, he would have pushed his king's knight's pawn upon your said bishop, and would have won the game immediately.

‡ If he had played his queen any where else, she would have been cramped; therefore he offers to change, that in case you refuse he may place her at her third square, where she would be extremely well posted.

§ If you did not take his queen, your game would be still in a worse state.

- 21 W. The king's rook at its king's square.
 B. The queen's knight's pawn two steps.
- 22 W. The queen's bishop's pawn one step.
 B. The queen's rook at its king's square.
- 23 W. The queen's rook's pawn two steps.
 B. The queen's rook's pawn one step.
- 24 W. The knight at his king's bishop's third square.
 B. The king's knight's pawn two steps.
- 25 W. The king at his knight's second square.
 B. The king's bishop's pawn one move *.
- 26 W. The queen's rook at its king's second square.
 B. The king's rook's pawn one step.
- 27 W. The queen's rook's pawn takes the pawn.
 B. The pawn retakes the pawn.
- 28 W. The king's rook at its queen's rook's square.
 B. The queen's rook at her home †.
- 29 W. The king's rook returns to its king's square.
 B. The bishop at his queen's second square.
- 30 W. The queen's pawn one move.
 B. The queen's bishop's pawn one move.
- 31 W. The bishop at his queen's bishop's second square.
 B. The king's rook's pawn one move ‡.
- 32 W. The king's rook at his home.
 B. The king's rook at its fourth square §.

* If he had pushed this pawn two steps, you had gained his queen's pawn, taking it with your bishop. This would have mended your game very much.

† Always strive to hinder the adversary from doubling his rooks, particularly when there is an opening in the game.

‡ He playeth this pawn to push afterwards that of his king's knight's upon your knight, with a view to force it from his post; but if he had pushed his knight's pawn before he played this, you must have posted your knight at your king's rook's fourth square, and have stopped the progress of all his pawns.

§ If instead of playing this he had given check with his rook's

- 33 W. The queen's knight's pawn one move.
 B. The queen's rook at its king's rook's square.
- 34 W. The queen's knight's pawn one move.
 B. The king's knight's pawn one move.
- 35 W. The knight at his queen's second square.
 B. The king's rook at its king's knight's fourth square.
- 36 W. The king's rook at its king's bishop's square.
 B. The king's knight's pawn one move.
- 37 W. The rook takes the pawn, and gives check.
 B. The king at his queen's bishop's second square.
- 38 W. The king's rook at the black king's knight's third square.
 B. The king's rook's pawn gives check.
- 39 W. The king at his knight's square.
 B. The king's knight's pawn one move.
- 40 W. The rook takes the rook.
 B. The rook's pawn gives check.
- 41 W. The king takes the knight's pawn.
 B. The rook's pawn makes a queen, and gives check.
- 42 W. The king at his bishop's second square.
 B. The rook gives check at its king's bishop's square.
- 43 W. The king at his third square.
 B. The queen gives check at the white king's rook's third square.
- 44 W. The knight covers the check, having no other way.
 B. The queen takes the knight, and afterwards the rook, and gives check-mate in two moves after.

pawn, he would have played ill, and entirely against the instruction given in the observation marked (2) in the first game, p. 49.

FIRST BACK GAME.

Beginning at the seventh Move of the Gambit.

7 W. THE king at his rook's square.

B. The bishop at his king's second square.

8 W. The king's bishop takes the pawn, and gives check.

B. The king takes the bishop.

9 W. The king's knight at the black king's fourth square giving double check.

B. The king at his third square, any where else he loses his queen.

10 W. The queen gives check at her king's knight's fourth square.

B. The king takes the knight.

11 W. The queen gives check at the black king's bishop's fourth square.

B. The king at his queen's third square.

12 W. The queen gives check-mate at the black queen's fourth square.

SEQUEL TO THIS FIRST BACK-GAME ;

In case the Adversary refuses taking your Bishop with his King, at the eighth Move of this first Back-game.

8 W. THE king bishop's takes the pawn and gives check.

B. The king at his bishop's square.

9 W. The king's knight at the black king's fourth square.

B. The king's knight at his king's bishop's third square.

10 W. The king's bishop at his queen's knight's third square.

B. The queen at her king's square.

11 W. The king's knight at the black king's bishop's second square.

B. The rook at the king's knight's square.

12 W. The king's pawn one move.

B. The queen's pawn two moves.

13 W. The pawn takes the knight.

B. The pawn retakes the pawn.

14 W. The bishop takes the pawn.

B. The queen's bishop at the white king's knight's fourth square.

15 W. The queen at her king's square.

B. The queen's bishop at her king's rook's fourth square.

16 W. The queen's pawn two steps.

B. The bishop takes the knight.

17 W. The queen's bishop gives check.

B. The rook covers the check.

18 W. The knight at his queen's bishop's third square.

B. The bishop takes the bishop.

19 W. The knight retakes the bishop.

B. The queen at her king's bishop's second square.

20 W. The knight takes the bishop.

B. The queen takes the knight.

21 W. The queen takes the queen.

B. The king takes the queen.

22 W. The bishop takes the rook, and with the superiority of a rook easily wins the game.

SECOND BACK GAME.

Beginning at the eleventh Move of Cunningham's Gambit.

- 11 W. THE queen's pawn two moves.
 B. The king's knight at the white king's fourth square.
- 12 W. The queen's bishop at his king's bishop's fourth square.
 B. The king's bishop's pawn two moves.
- 13 W. The queen's knight at his queen's second square *.
 B. The queen at her king's second square.
- 14 W. The queen's bishop's pawn two moves.
 B. The queen's bishop's pawn one move †.
- 15 W. The pawn takes the pawn.
 B. The pawn retakes the pawn.
- 16 W. The queen's rook at its bishop's square.
 B. The queen's knight at his bishop's third square.
- 17 W. The queen's knight takes the knight.
 B. The king's bishop's pawn retakes the knight.
- 18 W. The knight takes the black pawn next to his king.

* This knight is played to tempt your adversary to take it; but if he did, he would play very ill; because a knight thus situated, and sustained by two pawns, whilst you have no pawn left to push up to replace it, that knight is at least worth a rook, and becomes so incommodious, that you will be forced to remove it; and in this case your adversary reunites his two pawns, one of which will probably either make a queen, or cost you a piece to prevent the same.

† If he had taken your pawn, his game would have very much diminished in strength, because his knight had then been sustained but by one pawn instead of two; besides, he would have been forced to withdraw his king's knight when attacked, in order to preserve the pawn that sustained it.

- B. The king castles with his rook.
- 19 W. The queen at her second square.
B. The king's rook's pawn one step.
- 20 W. The queen's rook at the black queen's bishop's fourth square.
B. The queen's rook at its queen's square.
- 21 W. The king's bishop at his queen's rook's fourth square.
B. The king's knight's pawn two steps.
- 22 W. The queen's bishop at his king's third square.
B. The rook takes the rook.
- 23 W. The knight takes the rook.
B. The queen at her third square.
- 24 W. The queen at her king's rook's second square.
B. The king at his knight's second square.
- 25 W. The queen takes the queen.
B. The rook retakes the queen.
- 26 W. The queen's rook's pawn one move.
B. The king at his knight's third square.
- 27 W. The queen's knight's pawn two steps.
B. The king's rook's pawn one move.
- 28 W. The queen's knight's pawn one move.
B. The knight at his king's second square.
- 29 W. The rook at the black queen's bishop's second square.
B. The rook at its queen's second square.
- 30 W. The rook takes the rook, if not it will be the same.
B. The bishop retakes the rook.
- 31 W. The king at his knight's second square.
B. The king's rook's pawn one step.
- 32 W. The queen's bishop at his king's bishop's second square.
B. The king at his rook's fourth square.

- 33 W. The king's bishop gives check.
 B. The bishop covers the check.
- 34 W. The bishop takes the bishop.
 B. The king takes the bishop.
- 35 W. The knight gives check at his king's third square.
 B. The king at the white king's bishop's fourth square.
- 36 W. The king at his rook's third square.
 B. The king at the white king's bishop's third square.
- 37 W. The knight at his king's knight's fourth square.
 B. The knight at his king's bishop's fourth square.
- 38 W. The bishop at his king's knight's square.
 B. The king's pawn one move.
- 39 W. The queen's rook's pawn one move.
 B. The king's pawn one move.
- 40 W. The bishop at his king's bishop's second square.
 B. The knight takes the queen's pawn, and afterwards wins the game.

FURTHER ILLUSTRATION OF CUNNINGHAM'S GAMBIT.

- 1 W. The king's pawn two moves.
 B. The same.
- 2 W. The king's bishop's pawn two moves.
 B. The pawn takes the pawn.
- 3 W. The king's knight at his bishop's third square.
 B. The king's bishop at his king's second square.
- 4 W. The king's bishop at his queen's bishop's fourth square.
 B. The bishop gives check.
- 5 W. The king at his bishop's square *.

* Withdrawing your king to his bishop's place, makes it impossible for your adversary to preserve the gambit pawn, which will be always in your power to take.

- B. The queen's pawn one step.
- 6 W. The queen's pawn two steps.
- B. The queen at her king's bishop's third square.
- 7 W. The king's pawn one step.
- B. The queen's pawn takes the pawn.
- 8 W. The queen's pawn retakes the pawn.
- B. The queen at her king's second square.
- 9 W. The queen's bishop takes the gambit pawn.
- B. The queen's bishop at the white king's knight's fourth square.
- 10 W. The queen's knight at her bishop's third square.
- B. The queen's bishop's pawn one step.
- 11 W. The queen's knight at his king's fourth square, must win the game.

THE QUEEN'S GAMBIT.

Wherein there are six Back-games.

- 1 W. The queen's pawn two steps.
- B. The queen's pawn two steps likewise.
- 2 W. The queen's bishop's pawn two steps.
- B. The pawn takes the pawn.
- 3 W. The king's pawn two moves *.
- B. The king's pawn two moves †.
- 4 W. The queen's pawn one move ‡.

* If instead of two, you had pushed this pawn but one step, your adversary would have shut up your queen's bishop for at least half the game; the first Back-game will be the evidence of it.

† If instead of playing this pawn, he had sustained the gambit pawn, he had lost the game. This will be seen by a second Back-game. But if he had neither pushed this pawn, nor taken the gambit pawn, in this case you must have pushed your king's bishop's pawn two steps, and your game would have been in the best of situations.

‡ If instead of pushing your pawn forwards you had taken his king's pawn, you had lost the advantage of the attack. This is the subject of a third Back-game.

- B. The king's bishop's pawn two moves *.
- 5 W. The queen's knight at her bishop's third square.
 B. The king's knight at his bishop's third square.
- 6 W. The king's bishop's pawn one move.
 B. The king's bishop at his queen's bishop's fourth square.
- 7 W. The queen's knight at her rook's fourth square †.
 B. The bishop takes the knight, near the white king's rook ‡.
- 8 W. The rook takes the bishop.
 B. The king castles on his own side §.
- 9 W. The knight at his queen's bishop's third square.
 B. The pawn takes the pawn.
- 10 W. The king's bishop takes the gambit pawn ||.
 B. The pawn takes the white king's bishop's pawn.
- 11 W. The pawn retakes the pawn ¶.

* If he had played any thing else, you must have pushed your king's bishop's pawn two steps, and by this means have procured your pieces an entire liberty.

† If instead of playing your knight in order to take his king's bishop, or make him remove it from that line, you had taken the gambit pawn, you had lost the game again. This is shewn by a fourth Back-game.

‡ If instead of taking your knight, he had played his bishop at your queen's fourth square, you must have attacked it with your king's knight, and taken it the next move.

§ If instead of castling, he had pushed his queen's knight's pawn two steps in order to sustain his gambit pawn, it appears by a fifth Back-game that he had lost; and if instead of either of these two moves, he had chosen to take your king's pawn, your retaking it would have hindered him from taking yours again with his knight, because he would have lost the game by you giving him check with your queen.

|| This particular move demands a sixth Back-game; because if you had retaken his king's bishop's pawn with your king's bishop's pawn, you had lost the game again.

¶ In retaking this pawn, you give an opening to your rook

- B. The queen's bishop at his king's bishop's fourth square.
- 12 W. The queen's bishop at her king's third square.
B. The queen's knight at his queen's second square.
- 13 W. The queen at her second square.
B. The queen's knight at his third square.
- 14 W. The queen's bishop takes the knight.
B. The rook's pawn retakes the bishop.
- 15 W. The king castles on his queen's side.
B. The king at his rook's square.
- 16 W. The king's rook at the black king's knight's fourth square.
B. The king's knight's pawn one move.
- 17 W. The queen at her king's third square.
B. The queen at her third square.
- 18 W. The knight at his king's fourth square.
B. The bishop takes the knight.
- 19 W. The pawn retakes the bishop, and reunites his comrades.
B. The king's rook at its king's square.
- 20 W. The king at his queen's knight's square.
B. The queen at her bishop's fourth square.
- 21 W. The queen takes the queen.
B. The pawn retakes the queen.
- 22 W. The queen's rook at her king's square.
B. The king at his knight's second square.
- 23 W. The king at his queen's bishop's second square.
B. The king's rook's pawn one move.
- 24 W. The king's rook at his knight's third square.
B. The knight at his king's rook's fourth square.

upon his king, and this pawn serves likewise for a better guard to your king; it stops also the course of your adversary's knight; and though you have at present a pawn less, you have the best of the game by the situation.

- 25 W. The attacked rook saves itself at the queen's knight's third square.
 B. The queen's knight's pawn one move.
- 26 W. The queen's pawn one step, to make an opening for your rook and bishop.
 B. The pawn takes the pawn.
- 27 W. The king's rook takes the pawn.
 B. The queen's rook at its queen's square.
- 28 W. The queen's rook at its queen's square.
 B. The knight at his king's bishop's third square.
- 29 W. The king's rook gives check.
 B. The king at his rook's square.
- 30 W. The bishop at the black queen's fourth square, to prevent the adversary's pawns advancing.
 B. The knight takes the bishop.
- 31 W. The rook retakes the knight.
 B. The king's rook at its king's bishop's square.
- 32 W. The queen's rook at its queen's second square.
 B. The king's rook at the white king's bishop's fourth square.
- 33 W. The queen's rook at her king's second square.
 B. The queen's pawn one move.
- 34 W. The pawn takes the pawn.
 B. The queen's rook takes the pawn.
- 35 W. The king's rook at the black king's second square.
 B. The king's knight's pawn one step: if he sustained the pawn, the game was lost.
- 36 W. One of the two rooks takes the pawn.
 B. The rook takes the rook.
- 37 W. The rook retakes the rook.
 B. The rook gives check at the white king's bishop's second square.

- 38 W. The king at his queen's bishop's third square.
 B. The rook takes the pawn.
- 39 W. The rook's pawn two steps *.
 B. The king's knight's pawn one step.
- 40 W. The rook's pawn one move.
 B. The knight's pawn one move.
- 41 W. The rook at its king's square.
 B. The knight's pawn one move.
- 42 W. The rook at its king's knight's square.
 B. The rook gives check.
- 43 W. The king at his queen's bishop's fourth square.
 B. The rook at the white king's knight's third square.
- 44 W. The rook's pawn one move.
 B. The rook at its king's knight's second square.
- 45 W. The king takes the pawn.
 B. The rook's pawn one move.
- 46 W. The king at the black queen's knight's third square.
 B. The rook's pawn one move.
- 47 W. The rook's pawn one move.
 B. The rook takes the pawn †.
- 48 W. The rook takes the pawn ‡.
 B. The rook at the king's rook's second square.
- 49 W. The pawn two steps.
 B. The pawn one step.

* If you had taken his pawn with your rook, instead of pushing this pawn, you had lost the game; because your king would have prevented your rook from coming in time to stop the passage of his knight's pawn. This may be seen by playing over the same moves.

† If he did not take your pawn, you must have taken his; and that would have given you the game.

‡ If instead of taking his pawn, you had taken his rook, you had lost the game.

- 50 W. The rook at its king's rook's second square.
 B. The king at his knight's second square.
- 51 W. The pawn one move.
 B. The king at his knight's third square.
- 52 W. The king at the black queen's bishop's third square.
 B. The king at his knight's fourth square.
- 53 W. The pawn one move.
 B. The king at the white king's knight's fourth square.
- 54 W. The pawn advances.
 B. The rook takes the pawn, and playing afterwards his king upon the rook, it is a drawn game, because his pawn will cost your rook.

FIRST BACK GAME.

Beginning at the third Move of the Queen's Gambit.

- 3 W. THE king's pawn one move.
 B. The king's bishop's pawn two steps*.
- 4 W. The king's bishop takes the pawn.
 B. The king's pawn one move.
- 5 W. The king's bishop's pawn one move.
 B. The king's knight at his bishop's third square †.
- 6 W. The queen's knight at her bishop's third square.
 B. The queen's bishop's pawn two steps ‡.
- 7 W. The king's knight at his king's second square.
 B. The queen's knight at her bishop's third square.
- 8 W. The king castles on his own side.

* Moving of this pawn must convince you, that it had been better to push your king's pawn two steps, because his pawn obstructs the union of your king's and queen's pawns in front.

† He playeth this knight to hinder your king's and queen's pawns from assembling.

‡ This is pushed again with the same design, to prevent the centre pawns from uniting in front.

- B. The king's knight's pawn two steps *.
- 9 W. The queen's pawn takes the pawn †.
- B. The queen takes the queen.
- 10 W. The rook retakes the queen.
- B. The king's bishop takes the pawn.
- 11 W. The king's knight at his queen's fourth square.
- B. The king at his second square.
- 12 W. The queen's knight at her rook's fourth square.
- B. The king's bishop at his queen's third square.
- 13 W. The king's knight takes the knight.
- B. The pawn retakes the knight.
- 14 W. The king's bishop's pawn one step ‡.
- B. The king's rook's pawn one step.
- 15 W. The queen's bishop at his queen's second square.
- B. The knight at his queen's fourth square.
- 16 W. The king's knight's pawn one step.
- B. The queen's bishop at his queen's second square.
- 17 W. The king at his bishop's second square.
- B. The queen's bishop's pawn one move.
- 18 W. The knight at his queen's bishop's third square.
- B. The queen's bishop at his third square.
- 19 W. The knight takes the knight.
- B. The pawn retakes the knight.
- 20 W. The king's bishop at his king's second square,
- B. The queen's rook at its king's knight's square;

* He playeth this pawn to push that of his king's bishop upon your king's pawn in case of need, which would cause an entire separation of your best pawns.

† If instead of taking this pawn you had advanced your own, the adversary would then have attacked your king's bishop with his queen's knight, to compel you to give him check; and in this case, he, playing his king at his bishop's second square, had gained the move upon you, and a very good situation for game.

‡ You advance this pawn to prevent your adversary from putting three pawns in front, which he would have done by pushing only his king's pawn.

- 21 W. The queen's bishop at his third square.
 • B. The king's knight's pawn takes the pawn.
- 22 W. The bishop takes the rook *.
 B. The pawn takes the king's pawn giving check.
- 23 W. The king retakes the pawn.
 B. The rook takes the bishop.
- 24 W. The king's bishop at his third square.
 B. The king at his third square.
- 25 W. The king's rook at his queen's second square.
 B. The queen's pawn gives check.
- 26 W. The king at his bishop's second square.
 B. The queen's bishop at the white king's fourth square.
- 27 W. The queen's rook at her king's square.
 B. The king at his queen's fourth square.
- 28 W. The king's rook at its king's second square.
 B. The rook at its king's square.
- 29 W. The king's knight's pawn one move.
 B. The bishop takes the bishop.
- 30 W. The rook takes the rook,
 B. The pawn takes the pawn.
- 31 W. The king's rook's pawn one move.
 B. The queen's bishop's pawn one move.
- 32 W. The king's rook at the black king's rook's square.

* If you had retaken his pawn with your knight's pawn, he would have pushed his queen's pawn upon your bishop, and afterwards would have entered your game with a check of his rook, sustained by his queen's bishop; and if you had taken this pawn with your king's pawn, he might have done the same; which would have given him a very good game, because one of his pawns being then passed (that is to say, a pawn that can be no more stopped but by pieces) will infallibly cost a piece to hinder the making of a queen.

- B. The queen's pawn one move.
- 33 W. The king at his third square.
- B. The king's bishop gives check at his queen's bishop's fourth square.
- 34 W. The king at his bishop's fourth square, having no other place.
- B. The queen's pawn one move, and wins the game *.

SECOND BACK GAME.

Beginning at the third Move of the Queen's Gambit.

- 3 W. THE king's pawn two steps.
- B. The queen's knight's pawn two steps.
- 4 W. The queen's rook's pawn two steps.
- B. The queen's bishop's pawn one step.
- 5 W. The queen's knight's pawn one step.
- B. The gambit pawn takes the pawn †.
- 6 W. The rook's pawn takes the pawn.
- B. The queen's bishop's pawn takes the pawn.
- 7 W. The king's bishop takes the pawn, and gives check.
- B. The bishop covers the check.
- 8 W. The queen takes the pawn.
- B. The bishop takes the bishop.

* The loss of this game shews the strength of two bishops against the rooks, particularly when the king is placed between two pawns. But if instead of employing your rooks to make war against his pawns, you had, on the thirty-first move, played your rook at the black queen's square; on the thirty-second move brought your other rook at your adversary's king's second square; and on the thirty-third move sacrificed your first rook for his king's bishop; you had made it a drawn game.

† It is of the same consequence in the attack of the queen's gambit to separate the adversary's pawns on that side, as it is in the king's gambit to separate them on the king's side.

- 9 W. The queen retakes the bishop, and gives check.
 B. The queen covers the check.
- 10 W. The queen takes the queen.
 B. The knight retakes the queen.
- 11 W. The king's bishop's pawn two steps.
 B. The king's pawn one move or step.
- 12 W. The king at his second square.
 B. The king's bishop's pawn two steps*.
- 13 W. The king's pawn one move.
 B. The king's knight at his king's second square.
- 14 W. The queen's knight at her bishop's third square.
 B. The king's knight at his queen's fourth square†.
- 15 W. The knight takes the knight.
 B. The pawn retakes the knight.
- 16 W. The queen's bishop at her rook's third square.
 B. The bishop takes the bishop.
- 17 W. The rook takes the bishop.
 B. The king at his second square.
- 18 W. The king at his bishop's third square.
 B. The king's rook at his queen's knight's square.
- 19 W. The knight at his king's second square.
 B. The king at his third square.
- 20 W. The king's rook at his queen's rook's square.
 B. The king's rook at his queen's knight's second sq.

* By pushing this pawn two steps, the adversary forces you to push forwards your king's pawn, in order to cause your queen's pawn, now at the head, to be left behind, and of no use. (See observation in page 55.) Nevertheless you must play it; but strive afterwards, with the help of your pieces, to change this your queen's pawn for his king's, and give a free passage to your own king's pawn.

† In this present situation your adversary is forced to propose the changing of knights, though by this move he separates his pawns; because if he had played any thing else, you would have taken his rook's pawn, by only playing your knight at the black queen's knight's fourth square.

- 21 W. The queen's rook gives check.
 B. The knight covers the check.
- 22 W. The king's rook at the black queen's rook's fourth square.
 B. The king's knight's pawn one move.
- 23 W. The knight at his queen's bishop's third square.
 B. The queen's rook at its queen's square.
- 24 W. The queen's rook takes the rook's pawn.
 B. The rook takes the rook.
- 25 W. The rook retaketh, and must win the game, having a pawn superiority, and moreover a pawn past, which amounts to a piece*.

THIRD BACK GAME.

Beginning at the fourth Move of the Queen's Gambit.

- 4 W. THE queen's pawn takes the pawn.
 B. The queen takes the queen.
- 5 W. The king retakes the queen.
 B. The queen's bishop at her king's third square.
- 6 W. The king's bishop's pawn two steps.
 B. The king's knight's pawn one step.
- 7 W. The queen's knight at her bishop's third square.
 B. The queen's knight at his queen's second square.
- 8 W. The king's rook's pawn one move.
 B. The king's rook's pawn two moves.
- 9 W. The queen's bishop at her king's third square.
 B. The king castles on his queen's side.
- 10 W. The king at his queen's bishop's second square.
 B. The king's bishop at his queen's bishop's fourth square.
- 11 W. The bishop takes the bishop.

* By this Back-game it appears, that a pawn, when separated from his fellows, will seldom or never succeed.

B. The knight retakes the bishop.

12 W. The king's knight at his bishop's third square.

B. The queen's bishop's pawn one step.

13 W. The king's knight at the black king's knight's fourth square.

B. The queen's knight's pawn two steps.

14 W. The king's bishop at his king's second square.

B. The king's knight at his king's second square.

15 W. The knight takes the bishop.

B. The pawn retakes the knight.

16 W. The queen's rook's pawn two steps.

B. The queen's knight at the white queen's knight's third square.

17 W. The queen's rook at its second square.

B. The queen's rook's pawn one step.

18 W. The queen's rook's pawn takes the pawn.

B. The queen's rook's pawn retakes the pawn.

19 W. The rook gives check.

B. The king at his queen's knight's second square.

20 W. The rook takes the rook.

B. The rook retakes the rook.

21 W. The rook at his queen's square.

B. The queen's knight gives check at the white queen's fourth square.

22 W. The king at his queen's knight's square.

B. The king at his queen's knight's third square.

23 W. The king's knight's pawn two steps.

B. The pawn takes the pawn.

24 W. The pawn retakes the pawn.

B. The queen's bishop's pawn one move.

25 W. The king's knight's pawn one move.

B. The king's knight at his queen's bishop's third square.

26 W. The bishop at his king's knight's fourth square.

- B. The queen's knight's pawn one move.
- 27 W. The knight at his king's second square.
B. The king's knight at his queen's rook's fourth square.
- 28 W. The knight takes the knight.
B. The pawn retakes the knight.
- 29 W. The bishop takes the pawn.
B. The king at his queen's bishop's fourth square.
- 30 W. The king's bishop's pawn one step.
B. The queen's pawn one move.
- 31 W. The king's bishop's pawn takes the pawn *.
B. The knight at the white queen's knight's third square.
- 32 W. The pawn one move.
B. The rook at its queen's rook's square, to give check-mate.
- 33 W. The rook takes the pawn.
B. The rook gives check.
- 34 W. The king has but one place.
B. The rook gives check-mate at its queen's bishop's square.

FOURTH BACK GAME.

Beginning at the seventh Move of the Queen's Gambit.

- 7 W. THE king's bishop takes the gambit pawn
B. The king's bishop's pawn takes the pawn.
- 8 W. The king's bishop's pawn retakes the pawn.
B. The king's knight at the white king's knight's fourth square.
- 9 W. The king's knight at his rook's third square.
B. The queen gives check.

* He takes this pawn, to make a queen upon the white king's knight's square, where his bishop sustains the pawn.

- 10 W. The king at his queen's second square.
B. The king's knight at the white king's third square.
- 11 W. The queen at her king's second square.
B. The queen's bishop at the white king's knight's fourth square.
- 12 W. The queen at her third square.
B. The king's knight takes the king's knight's pawn.
- 13 W. The king's knight at his home.
B. The queen at the white king's square giving check.
- 14 W. The king retires.
B. The king's bishop takes the knight, and will easily win the game.

FIFTH BACK GAME.

At the eighth Move of the Queen's Gambit.

- 8 W. THE rook retakes the bishop.
B. The queen's knight's pawn two steps.
- 9 W. The knight at the black queen's bishop's fourth square.
B. The king castles on his own side.
- 10 W. The queen's rook's pawn two moves.
B. The queen's knight at her rook's third square.
- 11 W. The knight takes the knight.
B. The bishop retakes the knight.
- 12 W. The rook's pawn takes the pawn.
B. The bishop retakes the pawn.
- 13 W. The queen's knight's pawn one move.
B. The king's bishop's pawn takes the pawn.
- 14 W. The queen's knight's pawn takes the pawn.
B. The bishop at his queen's second square.

- 15 W. The queen's bishop at the black king's knight's fourth square.
B. The pawn takes the pawn.
- 16 W. The pawn retakes the pawn.
B. The king at his rook's square.
- 17 W. The king's bishop at his queen's third square.
B. The king's rook's pawn one move.
- 18 W. The king's rook's pawn two moves.
B. The rook's pawn takes the queen's bishop.
- 19 W. The pawn retakes the pawn.
B. The knight at his rook's fourth square.
- 20 W. The bishop at the black king's knight's third square.
B. The knight at the white king's bishop's fourth square.
- 21 W. The queen at her bishop's second square.
B. The knight takes the bishop to avoid the mate.
- 22 W. The queen retakes the knight.
B. The bishop at his king's bishop's fourth square.
- 23 W. The queen gives check.
B. The king retires.
- 24 W. The king's knight's pawn one move.
B. The bishop takes the pawn.
- 25 W. The queen takes the bishop.
B. The queen at her king's bishop's third square.
- 26 W. The queen's rook at the black queen's rook's third square.
B. The queen takes the queen.
- 27 W. The queen's rook retakes the queen.
B. The king's rook at his bishop's second square.
- 28 W. The king at his second square.
B. The queen's rook's pawn two steps.

- 29 W. The queen's rook at the black king's third square.
B. The rook's pawn one move.
- 30 W. The rook takes the pawn.
B. The rook's pawn one move.
- 31 W. The king's rook at his queen's rook's square.
B. The rook's pawn one move.
- 32 W. The rook at its king's third square.
B. The king's rook at his bishop's third square.
- 33 W. The king at his queen's third square.
B. The rook gives check.
- 34 W. The king at his fourth square.
B. The rook takes the rook.
- 35 W. The king retakes the rook.
B. The rook at its queen's rook's third square.
- 36 W. The king at his queen's fourth square.
B. The king at his bishop's second square.
- 37 W. The king at his queen's bishop's third square.
B. The rook gives check.
- 38 W. The king at his queen's knight's fourth square.
B. The rook takes the pawn,
- 39 W. The rook takes the pawn.
B. The king at his second square,
- 40 W. The queen's bishop's pawn one step.
B. The king's knight's pawn two steps.
- 41 W. The rook at the black queen's rook's second square.
B. The king at his queen's square.
- 42 W. The king at the black queen's knight's fourth square.
B. The knight's pawn one move.
- 43 W. The king at the black queen's bishop's third square.

- B. The rook gives check.
- 44 W. The pawn covers the check.
B. The pawn takes the pawn.
- 45 W. The pawn retakes the pawn.
B. The king at his home.
- 46 W. The rook at the black king's knight's second square.
B. The rook at its third square,
- 47 W. The king at the black queen's bishop's second square, and afterwards pushing his pawn, will win the game.

SIXTH BACK GAME.

Beginning at the tenth Move of the Queen's Gambit.

- 10 W. THE king's bishop's pawn takes the pawn.
B. The knight takes the king's pawn.
- 11 W. The knight retakes the knight.
B. The queen gives check.
- 12 W. The knight at his king's knight's third square.
B. The queen's bishop at the white king's knight's fourth square.
- 13 W. The king's bishop at his king's second square *.
B. The queen takes the rook's pawn.
- 14 W. The king's rook at his bishop's square †.
B. The queen takes the knight and gives check.
- 15 W. The king at his queen's second square.
B. The queen's knight at his queen's second square.
- 16 W. The rook takes the rook ‡.

* Any thing you could have played could not save a piece.

† If instead of playing your rook you had played your king, the adversary had won sooner, by only playing his rook at your king's bishop's second square.

‡ If you had taken his bishop, he would have given you check with his queen at your queen's third square, and mate by taking your rook the following move.

B. The rook retakes the rook.

17 W. The queen at her king's square.

B. The rook at the white king's bishop's second square, and wins the game.

PHILIDOR'S LEGACY.

WHITE.

King 58, queen 35.

Knight 31, pawns 49,
50, and 51.

1 Knight 31 to 14 †.

2 Knight 14 to 24 † †.

3 Queen 35 to 7 †.

4 Knight 24 to 14 †.

BLACK.

King 8, rooks 1 and 23.

Pawns 15 and 16.

1 King 8 to 7.

2 King 7 to 8.

3 Rook 1 to 7*.

† Signifies that check-mate is given, † that check is given, and * that a man is taken by that move.

ANECDOTES OF CELEBRATED CHESS PLAYERS.

FULL as many various accounts have been published of the origin of this ingenious pastime, as there were cities claiming the honour of being the birth-place of Homer; of such statements, those written by French authors have, in some measure, the air of romances, though all apparently allow that Chess was understood in the East Indies prior to the 5th century of the Christian æra, from which region the knowledge of it was conveyed to Persia, in the reign of Chosroes, from thence to Arabia, and afterwards by the Saracens into Spain, speedily communicated to Italy and France, and in process of time taught to the rest of Europe. Some persons have imagined this

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amusement required so mathematical a genius as to be suitable only for an Archemides with an Euclid, or a Newton; others, particularly princes and generals, have thought it the true image of war, only proper for sovereigns and heroes, and consequently the appellation of Royal has been bestowed upon it.

Al Amin, Khalif of Bhagdat, was earnestly employed at this fascinating game when his capital residence was on the point of being taken by assault. Tamerlane the Great is recorded to have been engaged at Chess during the decisive battle between him and Sultan Bajazet. King John, of England, would conclude his game before he gave audience to the deputies from Roan coming to apprise him that their city was besieged. Jusaf, King of Granada, was playing at the time an officer arrived to kill him; with difficulty Jusaf obtained permission to finish the game; before which event, intelligence was received of his brother's decease, and his own election to the throne: nearly a similar case occurred to John Frederic, Elector of Saxony, who, while playing at Chess, was informed of a decree condemning him to death; he also, unconcernedly went on with the game, and the decree was never executed. Ferrand, Count of Flanders, was so often defeated at Chess by his wife, that a mutual hatred took place between them. King James I. of England, styled this game a Philosophic Folly: his son Charles I. was at Chess when told that the Scots had finally determined upon selling him to the English, and he did not seem any way discomposed. Charles XII. of Sweden, when surrounded in a house at Bender, by the Turks, barricaded the premises, and then coolly sat down to Chess: this prince always used the king more than any other piece, and thereby lost every

game, not perceiving that the king, although the most considerable of all, is impotent either to attack his enemies, or defend himself, without the assistance of his people. Lord Sunderland observed, that whenever he rode to Mr. Cunningham's, he most assuredly lost, but always won when he sent the carriage to fetch his friend. In order to ascertain the fact completely, his lordship continued regularly sending for Mr. Cunningham, till the latter being at length out of humour with a constant series of ill luck, the discovery was imparted to him, and they afterwards visited each other by turns, and of course played with alternate success. The celebrated Philidor reached such a point of perfection, that at the age of 18; he, in Paris, beat two good Chess-players at once, at different boards, without seeing them, he playing entirely from strength of memory: and afterwards in London he twice conquered in a similar way three antagonists at the same time, each at a different board. The great Earl of Chatham asserted, that the success of one of his finest strokes in politics arose from having been check-mated by discovery the day before.

SOVEREIGN PRINCES CELEBRATED AS CHESS PLAYERS.

The Emperor Charlemagne.
 Al-Amin, Khalif of Bagdat.
 Ben-Ziad, Khalif of Mecca.
 Louis le Gros, of France.
 Tamerlane the Great.
 King John, of England.
 Pope Leo the Tenth.
 Jusaf, King of Granada.
 The Emperor Charles V.
 John Frederic, Elector of Saxony.
 Ferrand, Count of Flanders.
 Phillip II. of Spain.

Queen Elizabeth, of England.
 Sebastian, of Portugal.
 Catherine de Medicis.
 Henry IV. of France.
 James I. of England.
 Lewis XIII. of France.
 Charles I. of England.
 Lewis XIV. of France.
 William III. of England.
 Charles XII. of Sweden.
 Frederic the Great, of Prussia.

OPINIONS RESPECTING CHESS.

THIS play is an exercise of the understanding, a contention who has the most solid brain, who can lay the deepest and wisest designs. 'Tis therefore rarely known either that a person of great vivacity and quickness, or one of very slow parts, becomes master of this game, which can as certainly be learnt as Whist, only it requires more attention; no one having been able to gain a knowledge of Chess, should complain of an inability to learn any thing else. After mathematics, logic, arithmetic, and perhaps one or two other sciences, we are not acquainted with any that more strengthens the mind than Chess: it is not a trifle to be accustomed to turn and twist our thoughts to the shifting combinations of 32 men, with 6 different movements, on 64 squares. The enthusiastic admiration of Chess-players for their game, is easily accounted for by those who have once felt its influence, and have known the uncommon hold it takes of the soul, and its affections. Equal players strive with great earnestness, and a casual absence of mind alone determines the game.











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